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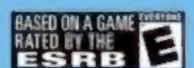
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OFFICIAL GUIDE



What's Inside









HOW TO DRIVE	4
Game Modes	6
Driver's Manual	7
Terrain	
Course Elements	
Items	
Items	. 12
RACERS AND RIDES	
The Racers	. 23
Vehicle Customization	.30
BODY	. 31
TIRES	38
GLIDERS	. 41
THE DRIVETHROUGH	. 44
Grand Prix and Time Trials	
GRAND PRIX	
TIME TRIAL	
The Tracks	
MUSHROOM CUP	
Mario Kart Stadium	
Water Park	
Sweet Sweet Canyon	
Thwomp Ruins	.66
SHELL CUP	. 71
Wii Moo Moo Meadows	. 71
GBA Mario Circuit	
DS Cheep Cheep Beach	
N64 Toad's Turnpike	
FLOWER CUP	
Mario Circuit	
Toad Harbor	
Shy Guy Falls.	
BANANA CUP	
GCN Dry Dry Desert	
SNES Donut Plains 3	
N64 Royal Raceway	
3DS DK Jungle	.116
STAR CUP	120
Sunshine Airport	120
Dolphin Shoals	124
Electrodrome	
Mount Wario	
LEAF CUP	
DS Wario Stadium	
GCN Sherbet Land	
3DS Music Park	
THE IMPLEASE AND A COLUMN ACT OF A COLUMN ACT	1.3



















SPECIAL CUP	. 153
Cloudtop Cruise	. 153
Bone-dry Dunes	. 158
Bowser's Castle	, 162
Rainbow Road	. 166
LIGHTNING CUP	. 170
DS Tick-Tock Clock	. 170
3DS Piranha Plant Slide	. 174
Wii Grumble Volcano	. 178
N64 Rainbow Road	. 182
EGG CUP	. 186
GCN Yoshi Circuit	. 186
Excitebike Arena	. 190
Dragon Driftway	. 193
Mute City	. 196
TRIFORCE CUP	. 199
Wii Wario's Gold Mine	
SNES Rainbow Road	
Ice Ice Outpost	
Hyrule Circuit	. 210
CROSSING CUP	. 214
GCN Baby Park	
GBA Cheese Land	
Wild Woods	
Animal Crossing	
BELL CUP	
3DS Neo Bowser City	
GBA Ribbon Road	
Super Bell Subway	
Big Blue	.246
ATTLE MODE	050
ATTLE MODE	
Balloon Battle	. 253
Renegade Roundup	. 253
Bob-omb Blast	.254
Coin Runners	
Shine Thief	
Battle Mode Maps	
BATTLE STADIUM	
SWEET SWEET KINGDOM	
DRAGON PALACE	
LUNAR COLONY	
3DS WUHU TOWN	
GCN LUIGI'S MANSION	
SNES BATTLE COURSE 1	
URCHIN UNDERPASS	.270





GAME MODES

Grand Prix



With a whopping twelve cups with four tracks each, and with all speed classes open from the

start to boot, Mario Kart 8 Deluxe pits twelve racers against each other in some of the wildest kart racing yet! Winning the cups and collecting Coins while racing will unlock new parts for vehicles. Completing all cups at the speed-demon-certified 200cc class will unlock a very special racer and kart.

Time Trial



It's just you,
the track,
and the
clock in Time
Trial mode!
Complete the
course of your
choice as fast

as possible, collecting Coins early to reach maximum speed while taking the most efficient racing lines you can. Time Trials don't have Item Boxes, but you'll start with Triple Mushrooms, a vital tool for using shortcuts to shave seconds off in the quest for new records. Compete against your own times and ghost data, upload your data for others to see, battle ghost data straight from the pros at Nintendo, and against ghost data from friends online.

Battle Mode



Battle Mode has five ferocious modes spanning eight arena-style tracks. In addition to the classic Balloon Battle, there's the cops-and-robbers Renegade Roundup mode, the explosive Bob-omb Blast, competitive Coin collection in Coin Runners, and a kind of chase-the-leader mode with Shine Thief.

VS Race



Multiplayer



Mario Kart 8 Deluxe on Nintendo Switch offers unprecedented multiplayer flexibility. In a first for the series, and for any major game really, the console can instantly become a split-screen multiplayer tabletop setup for two people, using Joy-Con (L) and Joy-Con (R) held sideways, like SNES pads. If you want to play this way on the go, pack the Joy-Con wrist straps—they really help a lot for holding the controller sideways and for pushing SL and SR for items, hopping, and drifting. Two players can even get online together this way over wifit What's more, groups of friends with multiple Switch systems and game copies can network up to 12 consoles together for local multiplayer. (There's a lot of variability: 12 players max, 12 Switches networked together max, and two players max per Switch console.)

Docked, the system supports local four-player splitscreen, and two-player splitscreen online.

DRIVER'S MANUAL

Mario Kart 8 Deluxe can be played many different ways, whether the console is docked or on-the-go. Players can choose to use sideways Joy-Con, either with wrist straps or racing wheels attached. Or Joy-Con (L) and (R) can be used together (whether when holding the console like a portable system, or holding the Joy-Con loose upright in Wii-style "nunchuck" fashion, or connected via the Joy-Con grip). And of course there's also the Pro Controller to consider. And all of these allow for gyroscopic steering control, if desired. Play how you want, where you want,







Note on tilt controls

Tilt controls replicate the experience of using a steering wheel to tackle the craziness of Mario Kart 8 Deluxe. Joy-Con users can attach the Joy-Con Wheel (sold in sets of two) to the small controllers to enhance the feel of steering. It can take some getting used to, but with enough practice you'll be able to keep up with the competition!

There's even more flexibility than pictured.

In any config, the X button (or where X would be, in the case of sideways Joy-Con) gives you a rear-view behind your racer.

While A is the main acceleration button, Y will accelerate too, if you prefer that button position. With Joy-Con (L) and (R) together, or a Pro Controller, the right analog stick can also be used as your throttle control. If you prefer digital steering to analog, you can also steer on the Pro Controller using the +Control Pad, or using the directional buttons on an upright Joy-Con (L).

When using a single sideways Joy-Con, digital directionalbutton steering obviously isn't an option, nor right analog throttle control. And keep in mind that, although your buttons won't be labeled correctly compared to a Pro Controller or an upright Joy-Con (R), the functions of the relative button positions stay the same.

Driving Techniques

There are a number of special techniques outside of "Keep Accelerating, Steer As Necessary" that are essential to success in Mario Kart 8 Deluxe.

Rocket Start



Timing a perfect Rocket Start can determine the whole nature of a Grand Prix race's first lap, and this technique is essential for posting record-breaking. Time Trials. Pay attention to Lakitu's countdown, and begin accelerating immediately after the "2" appears onscreen, accompanied by a tone. Properly done, you'll rocket off the line with a Mushroom-like boost. If you begin accelerating too soon, as the tone sounds and the 2 appears, rather than just after, you'll stall at the starting line.

Braking



Braking
is underappreciated!
If it seems like
you're about
to go out of
control and
hit a wall or

an obstacle on the track, by tapping the brakes you can regain some maneuverability to get away from danger—at the cost of speed.

An advanced technique called Drift Braking, which is useful mainly during 200cc races, involves applying the brake during sparking drifts—enough brake to slow the lateral movement of the drift and keep the car on-track, but not so much brake that the drift dissolves into a mere slow turn. This technique is paramount to 200cc race success, can be helpful on the nastiest corners in 150cc races, and can be disregarded at the 100cc level or lower.

Jump



The drift
button
doubles as a
jump button.
Jumping
won't take
you over
items on the

road, but it can lift you over small gaps in the road. You can cut corners that overlook bottomless pits this way, but it can be quite risky to try.

Drift

Drifting allows you to tackle turns without losing speed. To enter a drift, point the nose of your vehicle into a turn, then hold R. The vehicle will hop into the turn, lose traction, and continue sliding with the

same inertia as before, though the nose is pointed inward. The sharper your vehicle's nose is turned in



while drifting, the faster you'll build up blue sparks, then orange, and eventually purple, allowing you to set off a Mini-Turbo, or a Super/Ultra Mini-Turbo. When R is released to activate a built-up turbo boost, traction is suddenly restored and the vehicle will cease lateral travel and surge forward toward where the nose is pointed. Note that the various vehicle chassis heavily affect how you drift.

Sparks and Mini-Turbo



While drifting would be useful anyway for the way it lets you tackle turns, it's even more useful for all

the extra speed it can create. As you sustain a drift, sliding sideways through a turn while pointing the nose inward, sparks will begin to build up under the tires. Releasing a drift once sparks are happening results in a Mini-Turbo boost! It should soon become second-nature to be drifting into Mini-Turbo boosts off of most turns, only resorting to standard turn-and-brake cornering if the turn is too sharp or short for a solid drift, or the kart isn't going fast enough to initiate a drift (like after eating an enemy's item or smacking a wall).



The color of the sparks indicates how long the drift has been held, and how powerful the follow-up boost will be. Drift until blue sparks appear for a Mini-Turbo boost. Drift even longer for orange sparks, leading to a Super Mini-Turbo, which lasts about twice as long as a Mini-Turbo. On the longest turns, you can even drift long enough to build up to purple sparks, resulting in an Ultra Mini-Turbo boost, basically a free Mushroom! (However, unlike a Mushroom, it's important to note that Mini-Turbos won't carry you through off-road terrain like Mushrooms will.)

Assistance is disabled. It's not automatically better to hold a drift longer just to achieve orange or purple sparks—this can result in a risky or inefficient line, as you slide into the far walls of a turn trying to hold out for the next level of Mini-Turbo when basic blue sparks would've sufficed. Holding a drift longer for better turbo can make your movement more predictable in turns, leaving you open to item attacks or drafting. Use whichever level of Mini-Turbo gives you the best racing line in a given moment,

Jump Boost



By jumping just as you hit a ramp of some kind, you'll perform a Jump Boost, which will give a short burst of speed. You can determine

the trick your racer executes by pressing a direction on your analog stick or control pad. There are lots of things on every race course that you can Jump Boost off of, even if it doesn't look obvious. Examples include coming over small hills, lips, or shelves in the track, so your vehicle gets a little more loft than an R button hop—a slight drop gives an opening for a Jump Boost just like a small jump does

Drafting



If you stick behind a racer for a short period of time, you'll gain a significant burst of speed by riding their slipstream Drafting can be

tough to pull off, as most racers will simply not let you stay behind them without a fight. Make sure you don't accidentally run into any items a rival might be trailing when trying to draft behind them!

Drafting is obviously opportunistically good, used when the opportunity presents itself to slide in behind an opponent and benefit from their wake, ultimately passing them. But it's also cannily good toward the end of races when you're neck-and-neck with another frontrunner. If you intentionally let them have first place, then hang in right behind them, not only will you be well-positioned to make a passing play at the end, but you'll also be shielded if laggers trying to catch up fire a homing blue Spiny Shell at the frontrunner. While drafting in right behind someone

for any Spiny Shells circling above them, so you can ditch drafting them and swerve wide—Spiny Shells have splash damage. Finish your plate, don't come this far in your plan just to also take the hit'

Of course, this strategy harbors the obvious risk that maybe no one fires a Spiny Shell at the frontrunner, and maybe you fail to pass them with the slipstream boost, and you come in second on the power of being too clever by half. But, on the other hand, had you simply raced all-out and taken the lead on racing merit against your 1-2 rival, and then someone fired a Spiny Shell.

Ramming



There's no
special button to
press when you
want to ram an
opponent—just
steer into them!
Heavyweight
racers can

typically run any other racer off the track with a few good bumps. But with enough speed, even the lightest racer is able to push aside heavier rivals

Spin Boost



While driving on antigravity portions of a track, ramming racers will reward you with a Spin Boost. The increase in speed does come at a cost: steering can be a challenge while caught in a Spin Boost. You can also trigger a Spin Boost by driving into a Spin Boost pillar.

Don't be afraid to apply the brakes briefly but firmly during a Spin Boost if you're drifting or sliding wide on the track. It's a lot better to get your kart back under control, at the risk of being a little conservative in play, than it is to get greedy or out-of-control and smack the wall or fly off the track, losing time, position, and Coins to boot.

Spin Turn

This is a technique mostly reserved for Battle Mode
If you come to a complete stop and then hold brake
and accelerate, you can turn in place quickly. This is
a good way to reverse direction to try and ambush
racers that you know are closing in. But you should
never really have need to Spin Turn during a standard
race, unless you have no other way around an
obstacle you're stuck against.

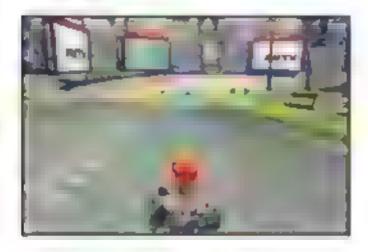
U-Turn

The U-Turn is a special technique allowed only in Battle Mode! To U-Turn, commence a drift. While you drift, let go of the accelerate button to whip your racer around to face anyone closing in from behind. This move lets you stay mobile, and allows you to better aim any ranged items you have rather than blindly firing them behind you and hoping for the best

TERRAIN

Courses in Mario Kart 8 Deluxe have a variety of terrains that you'll drive over (or fly over) during the progression of a race. These all affect your vehicle performance somehow, so it's important to know about them, and know how best to hand e them.

Road



The main roads
of any course
are where you
will traditionally
get the best
performance out
of your chosen
kart, bike, or ATV

Road surfaces allow for drifting and Mini-Turbos, and are often where the action is

It should be noted that not all roads are equal Courses such as Sherbet Land take place in icy and snowy environments, and your overall handling will reflect this!

Antigravity Roads

Mario Kart 8
Deluxe includes
antigravity roads
and antigravity
panels. When a
course begins
to twist into
strange angles



and shapes, typically an antigravity panel will be there to trigger your vehicle's special drive system that will let you stick to any surface, even if it's upside down Antigravity roads change your handling quite a bit Your turns will seem floaty and be less sharp, and your momentum carries more through your drifts, which can make your turn exits wider

Off-Road



Off-road portions of a course, broadly speaking, are any parts of the course that are not the main track. For example, this

can be grass, rough sand, or deep snow. Most of the time, you don't want to be off-road. Even when you maximize a vehicle's potential off-road performance, you lose too much speed crossing these parts of a course. You can't drift while off-road, or even come close to your max speed, unless you're flying over the rough terrain with a Mushroom or Super Star

If you realize you're going to go off-road, but only very briefly, like over a brief patch of grass encroaching on the middle of a curve in the track, you can eliminate most of the damage to your momentum by timing a jump to avoid as much of the off-road patch as possible (sort of like using jumps to leap over very small gaps in the track). If you're not in contact with the off-road surface, you're not losing speed. That said, by the time you've spent even a moment traveling in the patch, it's too late, and repeated jumps won't help anything when you're really bogged down off-road

Water



Some courses
will send you into
the water as part
of the race, and
in these sections
you'll have to
adjust for more
sluggish handling

Your turns will not be as sharp as usual. Some courses featuring water will also have multiple instances where you jump out of the water and dive right back in, costing you some speed in both cases

Interestingly, taller karts will often go on two wheels more easily during drifts underwater, which can help you in cutting corners as tightly as possible.

Air

Flying through the air is accomplished with glider parts that make up your vehicle. Before a flight, you're typically faunched from dash panels and glide ramps Performing a Jump Boost off the glider faunch is possible, see Glide Ramps below. Depending on the course, you will either be sent flying "on rails" to the next section, or you will have complete control of your flight in order to determine how and where you land Some shortcuts require you to make maximum use out of a flight in order to bypass rough terrain

Like with jumping.
catching air
is great for
aerodynamics,
since you're not
losing some of
your forward
energy through



friction between your tires and the ground. When you're in total control of a glide path over the track, the choice between staying airborne as long as possible (keeping the nose pointed up) or landing early (pointing the nose down and descending) comes down to whether there are Item Boxes or Coins below you want to collect.

COURSE ELEMENTS

Every course features specialized panels or obstacles that actually help boost your speed, or assist you in overtaking, attacking, and defending yourself against other racers

Dash Panels



Dash panels help send you flying across the course at high speed Occasionally, you'll find dash panels on ramps to help extend how far

you go from the ramp. In some cases, the dash panels are on moving platforms and might require you to do some fancy driving in order to hit them, ironically, sometimes taking a route indicated by dash panels is not the fastest route through a track

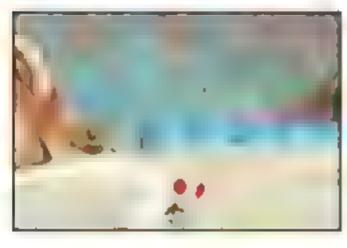
Ramps

Ramps are either very obvious constructs placed on sections of a course, or seemingly innocuous parts of the environment,



like the crests of hills formed by a track being rocked by shockwaves or pipes lying lengthwise across the ground. You can Jump Boost off a ramp for extra speed

Glide Ramps



A glide ramp
will always be
found before
any mandatory
gliding sections
of a course, but
some shortcuts in
the game are only

possible due to glide ramps placed off the beaten path. Gliding can help you bypass more complex parts of a course, or avoid obstacles and off-road sections

Antigravity Panels



Antigravity
panels are found
before the crazier
sections of a
course, but they
also help enable
alternate routes.

Remember that the handling of your vehicle changes when under the effects of antigravity, so be prepared to compensate for that.

Spin Boost Pillars



Found on antigravity roads, these pillars provide the same Spin Boost you get when making contact with another racer on

these sections of a track. However, you lose some control of your vehicle while enjoying the boost provided by a Spin Boost pillar. Spin Boost pillars don't share the same appearance across all the tracks they show up on, but they all do the same thing

Coins

Coins are spread throughout every course in Mario Kart 8 Deluxe, with the exception of tracks inspired by F-Zero Collecting a Coin



provides a boost to your maximum top speed. At ten Coins, you reach your maximum potential speed. Just because you've hit the ten-Coin cap doesn't mean you shouldn't pick up more during a Grand Prix race. You not only want Coins for yourself—you want to deny them to your rivals! However, during a Time Trial you don't want to go out of your way to collect Coins once you've reached the maximum. Concentrating on a good racing line is more important.

Coins regenerate on a course after a short time in most game modes. However, in Time Trials Coins do NOT regenerate after being collected

Item Boxes



Appearing in all game modes outside of Time Trials, Item Boxes contain your primary offense and defense against other

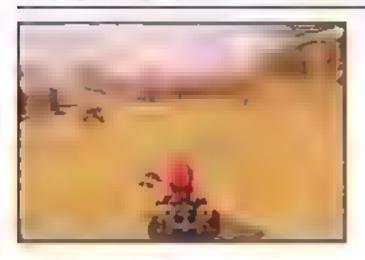
racers on the track. As with Coins, you not only want Item Boxes for yourself, you also want to deny your enemies a chance at items. Also in common with Coins, Item Boxes regenerate after a short period of time. New to Mario Kart 8 Deluxe, double Item Boxes will refill both item slots at once, for double the firepower.

ITEMS

Items are your primary means of offense and defense on the track. Using an item is as simple as tapping the item button on your Joy-Con or Pro Controller (on a sideways Joy-Con, this is SL, while on an upright Joy-Con (L) or a Pro Controller, both L and ZL work to throw items. Racers that are hit by items (or course hazards) will have three Coins knocked away from them onto the track, which adds to the inconvenience of getting hit by limiting their top speed.

There are two distinct types of items that are handled in different ways.

Equipable Items



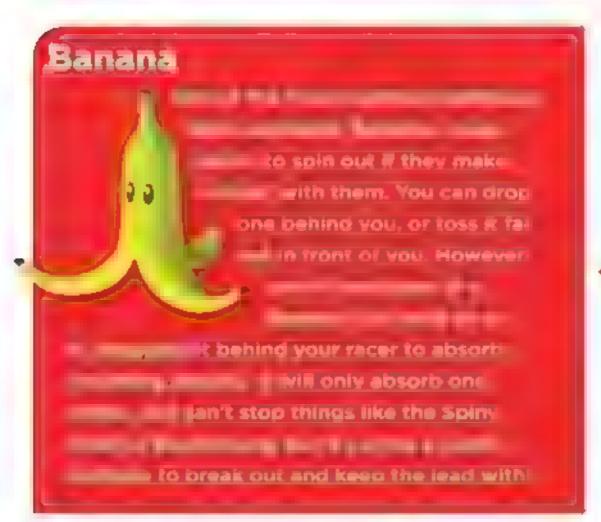
Equipable items
appear behind or
around your racer
when you either
hold down the
item button (for
single items like
Bananas or Shells)

or tap it once (for Triple Bananas or Sheils). You can use these items to protect yourself from incoming attacks to the rear, attack racers in front of you, fire at racers closing in from behind, or leave on the track as traps.



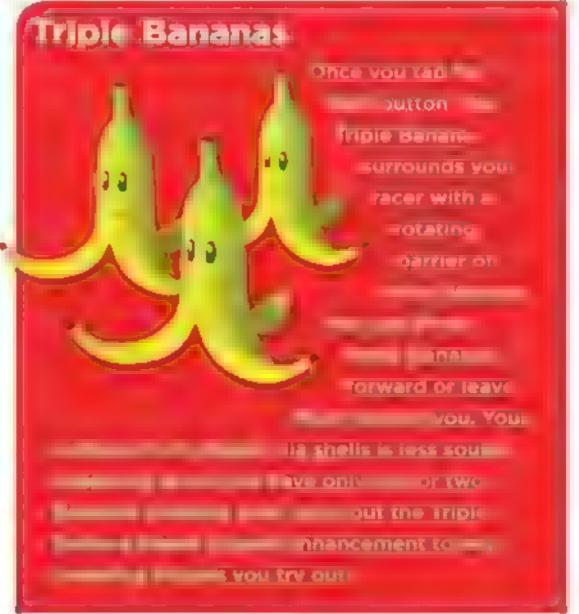
held behind your racer require you to hold down the item button to keep them placed there. Don't forget this, as it is a

the frontrunner in a race, especially toward the end, it's usually more valuable to use whatever item you have on hand as a shield to your rear (blocking Shells and whatnot) than as a weapon itself

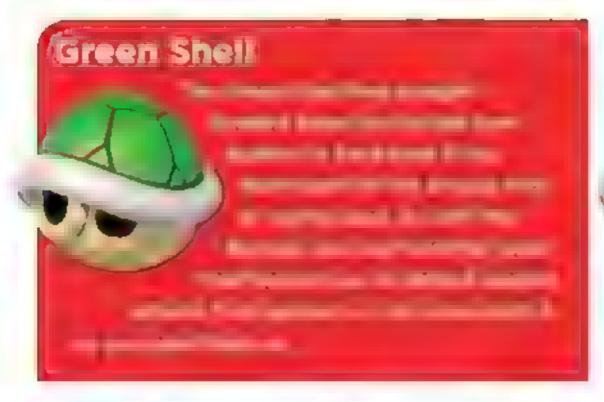




Tossing a Banana forward requires you to hold up on your analog stick or control pad while tapping the item button. Simply tapping the item button, or releasing it after being held, will drop the item behind you.





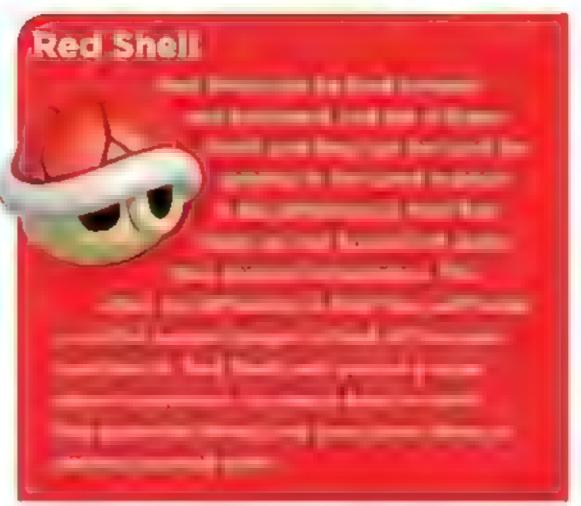




What makes the Green Shell so awesome (and frustrating) is that when you fire it, if you miss your intended victim, it can bounce off walls for quite some time before it eventually breaks. A bouncing Green Shell will ALWAYS seem to bounce at you at all the wrong moments, but you'll also feel smooth as heck when you score a perfect bank shot off a wall to hit the first-place driver just before the finish, and take the lead for the win as a result



















Be careful when
you have the
Crazy 8 equipped'
Getting hit will
cause you to
drop all of your
remaining items

onto the track for others to collect. Additionally, the Bob-omb you carry can be triggered by items on the track or other racers while it spins around you. We recommend you get rid of it ASAP, especially if you're in the middle of the pack¹

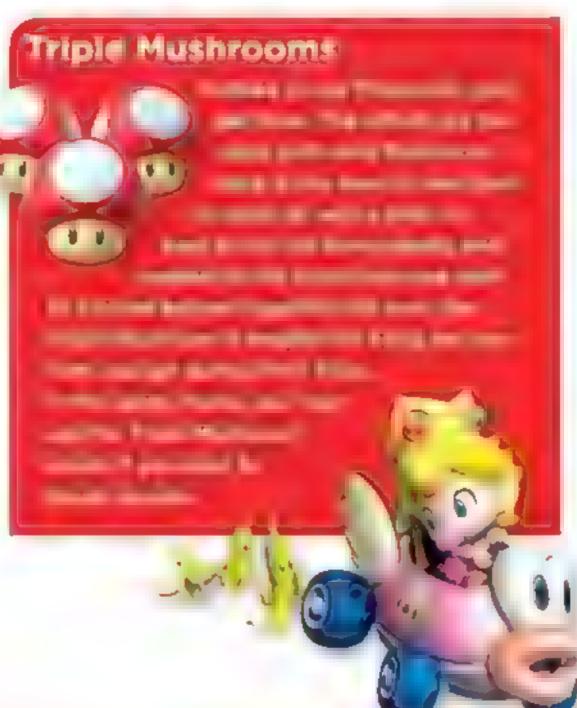
Tactical Items

Tactical items are items that you can't equip for defense. Once you use them, they last until their effects wear off, and that is that. As such, you need to time the use of these items well, as they can greatly affect the outcome of a race!

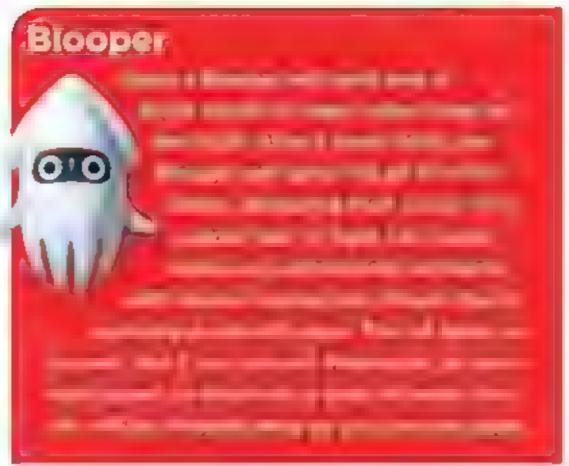




Mushrooms are also one of the ways you can escape a Spiny Shell Drawing upon reserves of mana, luck, and perfect timing, if you fire off a Mushroom just as the Spiny Shell is about to land on you, you can escape just barely ahead of the shell's detonation



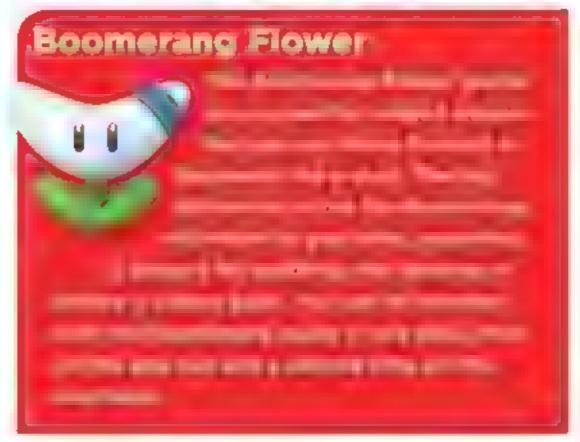
















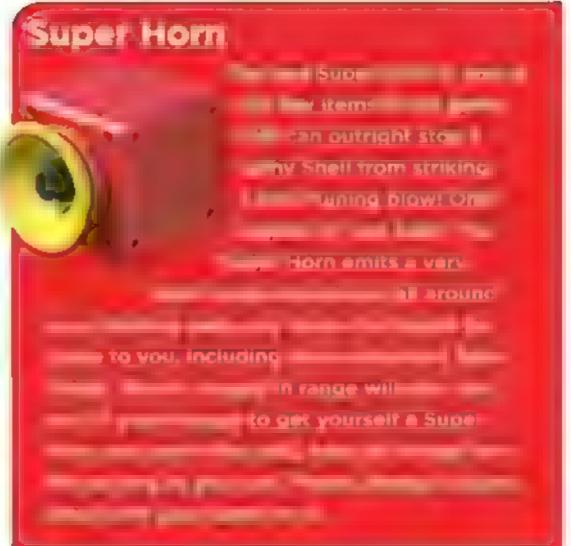






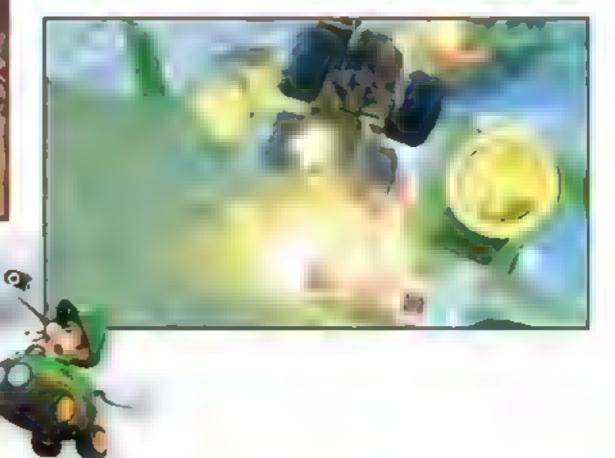






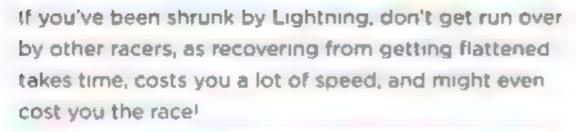










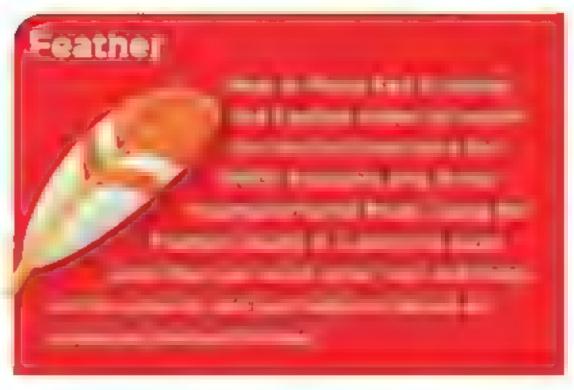






The Spiny Shell, as problematic as it is. CAN be beaten! A well-timed Mushroom can send you out of harm's way as the

shell begins its terminal dive. The Super Star shrugs off the blue menace. The Super Horn can shatter the Spiny Shell if it's in range. However, if you do not have any items, your only other option is to fall back to second place. If you do that early enough, the Spiny Shell will aim for the new first-place racer and ignore you!







Item Roulette

When you first hit an Item Box, a roulette begins. You might be convinced that you can time pressing the item button to get a specific item you want, but that's not the case. The item you get is primarily determined by what position you are in Each item that you can get has a certain percentage chance that it will be what the roulette awards you. However, some items you simply can't get while in certain places. First place isn't ever going to get a Builet Bill or Super Star, while a racer in last place will see a greater chance at picking up those items. While it might be luck that you get a certain item, using what you have skillfully is what separates the newer Mano Kart player from the more experienced racers'

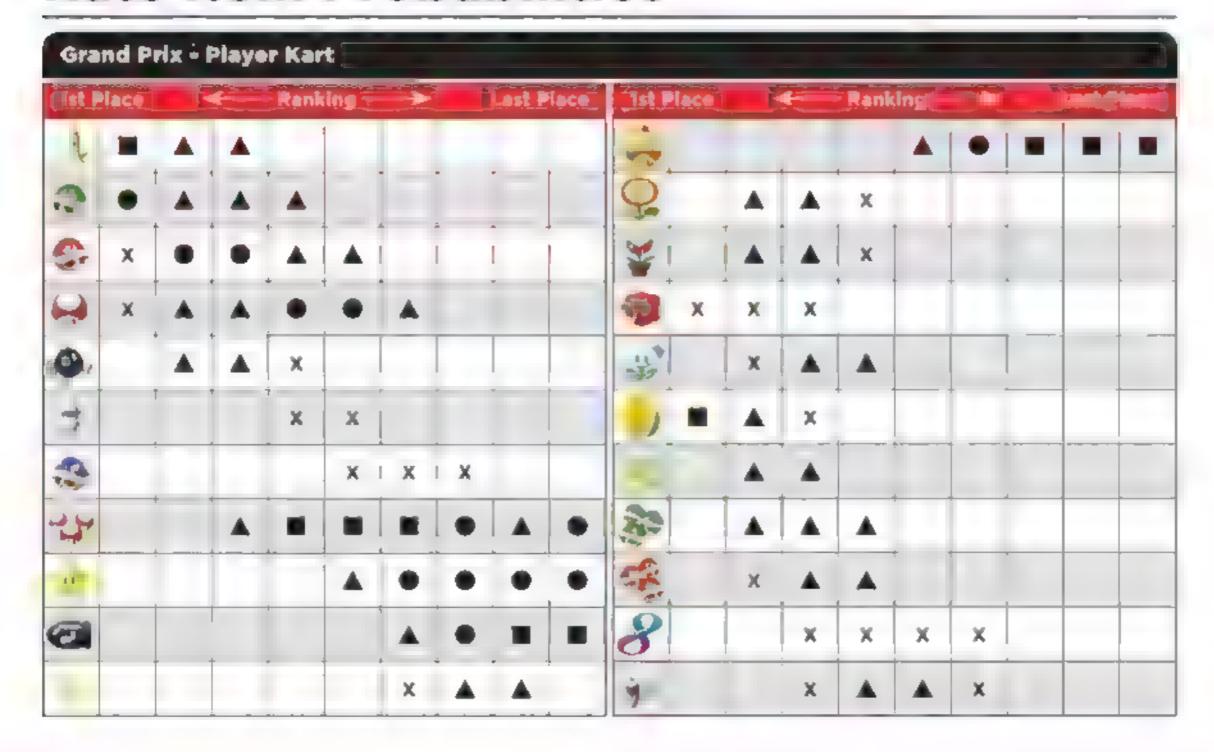
Item Probabilities

The following charts show the likel hood of getting specific tems for both players and computer racers in

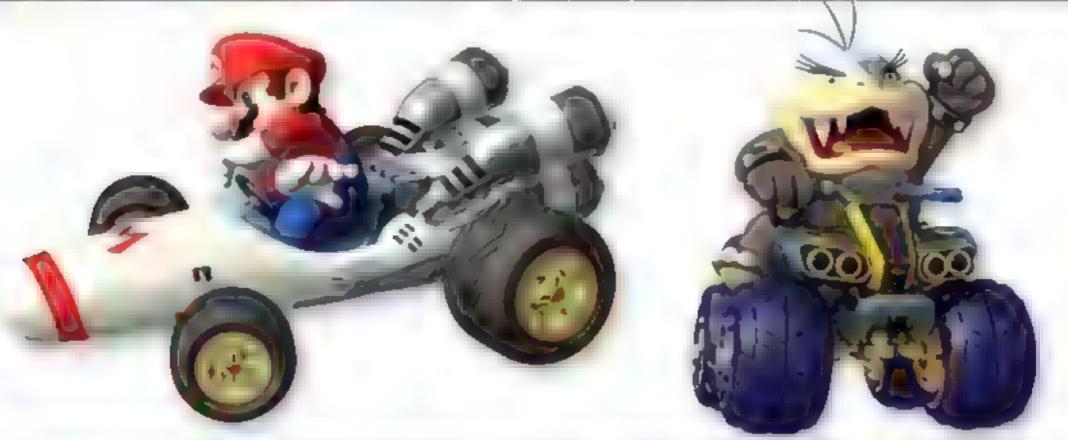
Grand Prix Mode In VS Race you can select special item settings that change what will be available



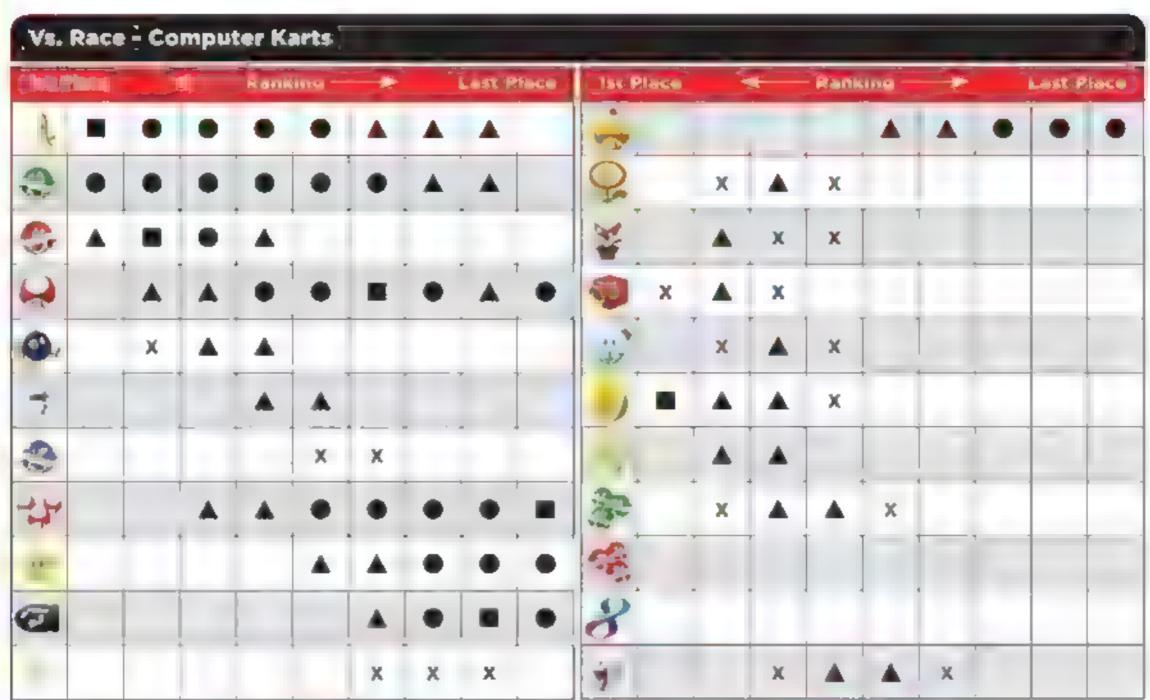
Rate Item Probabilities



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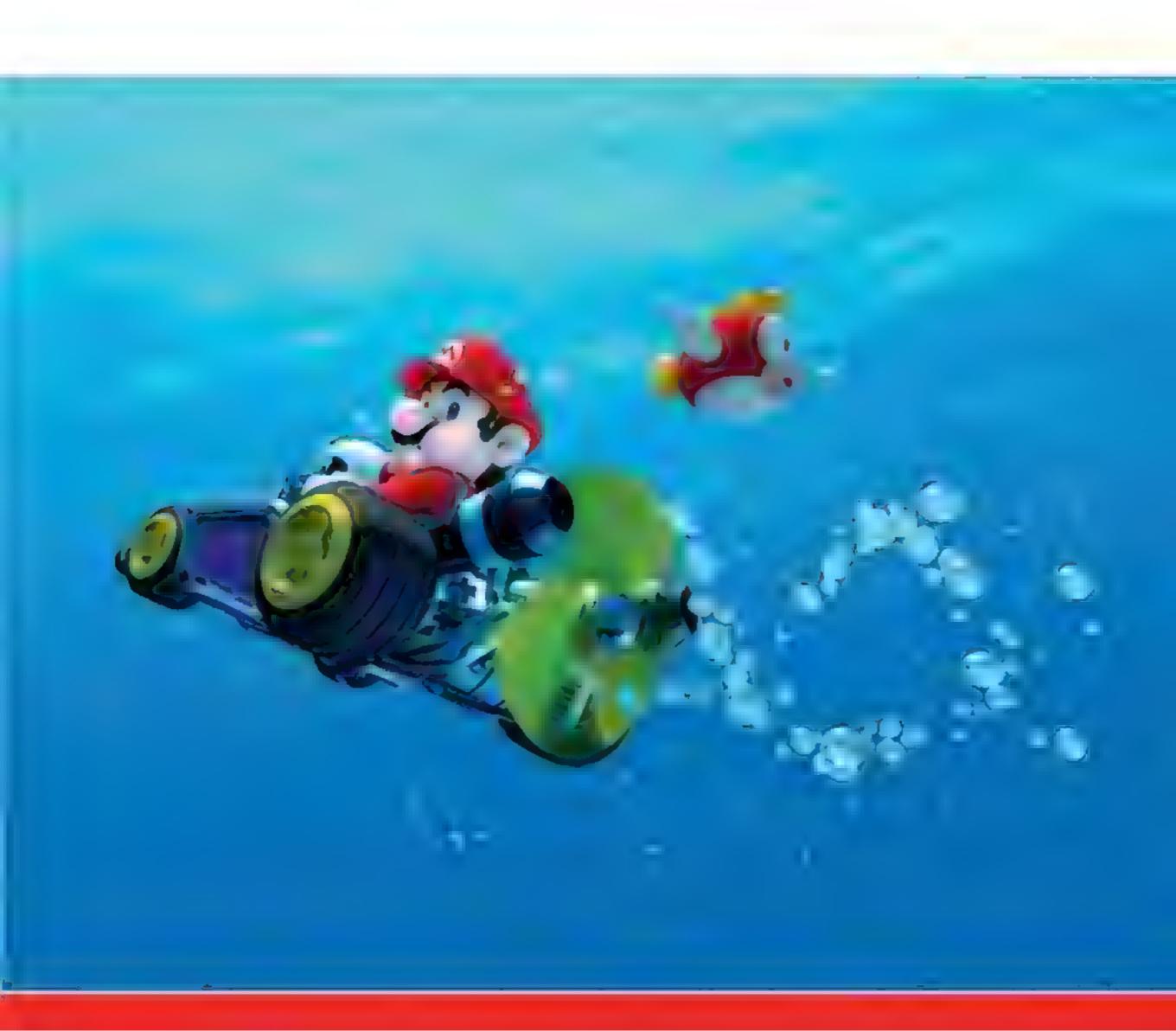






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THE RACERS

Mario Kart 8 Deluxe has the largest cast in the history of the franchise. Racers from the length and breadth of the entire Mario universe in its starting roster and the diverse cast of unlockable racers earned by playing through the Grand Prix mode a low players an enormous variety of potential drivers for the equally diverse customizable kart and bike line-up.

Racers in Mario Kart 8 Deluxe are divided into five categories. Featherweight, Light, Medium. Heavy, and Cruiser. These weight classes are one of the key determining factors in kart and bike performance, influencing how you take and dish out contact with other racers, how well you drift, how powerful your Mini-Turbos are, and how well you recover from getting struck by items. As a general rule lighter, weight racers tend to have great acceleration, and cornering, but suffer from lower top speeds and a tendency to get pushed around with great ease by heavier racers. The heavier racers have the highest top speeds in the game, but have issues with cornering, and their acceleration, a very poor. Of course, a heavy racer can easily shove as de any smaller and lighter opponent!

Your choice of racer definitely has an effect on how well you can race, but personal preferences figure in heavily for Grand Prix racing. However, when it comes to Time Trials, your choice of racers becomes narrower as you attempt to optimize your chances at breaking speed records.

Mario



Weight Class: Medium

Mario sets the example for ail Medium-class racers. While the stats say he doesn't excel in any given category, it also means his

weaknesses are not particularly harmful

Like all Medium-class racers, you can make up for his deficiencies quite easily with the right parts!

Weight: 6

Acceleration: 2

Grip: 4

Mini-Turbo 2

Speed (Land): 6

Speed (Sea): 6

Speed (Flying): 6

Speed (Antigravity): 6

Handling (Land): 4

Handling (Sea): 4

Handling (Flying): 4

Handling (Antigravity): 4

Luigi



Weight Class: Medium

Luigi is just like his brother, a good middle-of-the-road racer that any player can learn to use effectively. His reputed cowardice doesn't seem

to faze him on the track!

Weight: 6

Acceleration: 2

Grip: 5

Mini-Turba: 2

Speed (Land): 6

Speed (Sea): 6

Speed (Flying): 6

Speed (Antigravity): 6

Handling (Land); 5

Handling (Sea): 5

Handling (Flying): 5

Handling (Antigravity): 5

Peach



Weight Class: Light

Taking time out of her busy schedule of stomping Koopas and saving the Sprixie Kingdom, Peach roars back to the racetrack! She's a bit faster than many other lightweight racers,

but it takes her a bit longer to get up to speed

Daisy



Weight Class: Light

"Hi, I'M DAISY!" The exuberant princess from another land is back on the track! She's a match for Peach and Yoshi in terms of stats, but there's probably no other racer on the track

who's as happy to be on the starting grid as she is

Weight: 4

Acceleration: 3

Grip: 3

Mini-Turbo 3

Speed (Land): 5

Speed (Sea): 5

Speed (Flying): 5

Speed (Antigravity): 5

Handling (Land): 5

Handling (Sea): 5

Handling (Flying): 5

Handling (Antigravity): 5

Weight: 4

Acceleration: 3

Grip: 3

Mini-Turbo: 3

Speed (Land): 5

Speed (Sea): 5

Speed (Flying): 5

Speed (Antigravity): 5

Handling (Land): 5

Handling (Sea): 5

Handling (Flying): 5

Yoshi



Weight Class: Light

Yoshi represents his island well in Mario Kart 8 Deluxe, as a member of the heavier group of lightweights Fortunately for everyone else on

the track, Yoshi doesn't bring his egg

arsenal to the races!

Weight: 4

Acceleration: 3

Grip: 3

Mini-Turbo: 3

Speed (Land): 5

Speed (Sea): 5

Speed (Flying): 5

Speed (Antigravity): 5

Handling (Land): 5

Handling (Sea): 5

Handling (Flying): 5

Handling (Antigravity): 5

Toad



Weight Class: Light

Being a loyal retainer to Princess Peach isn't enough to stop Toad from being extremely competitive on the track. Small even for a lightweight,

Toad can squeeze his way into and out of situations that would trip up larger racers!

Weight: 3

Acceleration: 4

Grip: 4

Mini-Turbo: 3

Speed (Land): 3

Speed (Sea); 3

Speed (Flying): 3

Speed (Antigravity): 3

Handling (Land): 7

Handling (Sea): 7

Handling (Flying): 7

Handling (Antigravity): 7

Toadette



Weight Class: Light

Toadette's not about to let Toad win all the glory. Proud in pink, this spunky sister can race as hard as any other lightweight

Koopa Troopa



Weight Class: Light

The faithful and ever stompable frontline troopa represents his shelled brothers on the track—and if the Koopa's lucky, maybe Bowser won't

be upset about it!

Weight: 2

Acceleration: 5

Grip: 4

Mini-Turbo 4

Speed (Land): 2

Speed (Sea): 2

Speed (Flying): 2

Speed (Antigravity): 2

Handling (Land): 7

Handling (Sea): 7

Handling (Flying): 7

Handling (Antigravity): 7

Weight: 2 Acceleration: 4

Grip: 1

Mini-Turbo: 4

Speed (Land): 2

Speed (Sea): 2

Speed (Flying): 2

Speed (Antigravity): 2

Handling (Land); 8

Handling (Sea): 8

Handling (Flying): 8

Handling (Antigravity): 8

Bowser



Weight Class: Cruiser

Could the king of all Koopas be anything less than the heaviest racer on the course? Of course not, Cruisers I ke Bowser easily punch aside any lighter racers without breaking a sweat, though

they also have to contend with having a tough time in the corners, along with some abysmal acceleration

Weight: 10

Acceleration: 0

Grip: 6

Mini-Turbo 0

Speed (Land): 10

Speed (Sea): 10

Speed (Flying): 10

Speed (Antigravity): 10

Handling (Land): 0

Handling (Sea): 0

Handling (Flying): 0

Handling (Antigravity): 0

Donkey Kong



Weight Class: Heavy

The first member of the DK crew returns to the track after dealing with a pesky invasion of his home island by some cold-hearted northerners

Among the "light" Heavy racers, Donkey Kong isn't the absolute fastest, but he's not as slow to get up to speed, and is a little better in the corners

Weight: B

Acceleration: 1

Grip: 10

Mini-Turbo: 0

Speed (Land): 9

Speed (Sea): 9

Speed (Flying): 9

Speed (Antigravity): 9

Handling (Land): 2

Handling (Sea): 2

Handling (Flying): 2

Wario

Weight Class: Cruiser

Wario's desire for more gold and more treasure has brought him back to the track. One of the heaviest and fastest racers in the whole cast,

expect to see many records set by

players choosing Wario!

Weight: 10

Acceleration: 0

Grip: 5

Mini-Turbo: 0

Speed (Land): 10

Speed (Sea): 10

Speed (Flying): 10

Speed (Antigravity): 10

Handling (Land): 1

Handling (Sea): 1

Handling (Flying): 1

Handling (Antigravity): 1

Waluigi



Weight Class: Heavy

Too bad, Waluigi time

Weight: B

Acceleration: 1

Grip: 10

Mini-Turbo: 1

Speed (Land): 9

Speed (Sea): 9

Speed (Flying): 9

Speed (Antigravity): 9

Handling (Land): 2

Handling (Sea): 2

Handling (Flying): 2

Handling (Antigravity); 2

rea (sea), s

Rosalina



Weight Class: Heavy

This cosmic guardian is definitely made of star stuff, and isn't afraid to cut loose on the track. Being a heavyweight, she can toss aside a surprising number of rival racers in

parsuit of victory¹

Metal Mario



Weight Class: Heavy

As heavy as Wario, but not quite as fast, Metal Mario does enjoy some better handling in exchange for losing that speed

Weight: 7

Acceleration: 1

Grip: 9

Mini-Turbo: 2

Speed (Land): 7

Speed (Sea): 7

Speed (Flying): 7

Speed (Antigravity): 7

Handling (Land); 3

Handling (Sea): 3

Handling (Flying): 3

Handling (Antigravity): 3 Speed (Sea): 8

Weight: 10

Grip: 8

Mini-Turbo: 1

Speed (Land): 8

Acceleration: 1

Speed (Flying): 8

Speed (Antigravity): 8

Handling (Land): 3

Handling (Sea): 3

Handling (Flying): 3

Handling (Antigravity): 3

Pink Gold Peach



Weight Class: Heavy

Donning a metal look just like her beloved plumber, Pink Gold Peach outweighs most of the competition, and is plenty fast to boot!

Lakitu



Weight Class: Light

Watch enough races, and you'll eventually want to be in one. Lakitu joins the fray, and as you might expect he shows excellent ability in

the air

Weight: 10

Acceleration: 1

Grip: 8

Mini-Turbo: 1

Speed (Land): 8

Speed (Sea): 8

Speed (Flying): 8

Speed (Antigravity): 8

Handling (Land): 3

Handling (Sea): 3

Handling (Flying): 3

Handling (Antigravity): 3

Weight: 2

Acceleration: 4

Grip: 1

Mini-Turbo: 4

Speed (Land): 2

Speed (Sea): 2

Speed (Flying): 2

Speed (Antigravity): 2

Handling (Land): 8

Handling (Sea): 8

Handling (Flying): 8

Shy Guy



Weight Class: Light

Years have gone by, and still nobody knows what the Shy Guy looks like behind the mask. This tame, though somewhat shy, racing driver isn't as willing to hide his skills on the track!

Weight: 3 Acceleration: 4 Grip: 3

Mini-Turbo: 3 Speed (Land): 3

Speed (Sea): 3

Speed (Flying): 3

Speed (Antigravity): 3 Handling (Land): 7

Handling (Sea): 7

Handling (Flying): 7

Handling (Antigravity): 7

Baby Mario



Weight Class: Featherweight

Ask not why Baby Mario is on the track at the same time as Mario—ask yourself if you can beat his

super-high acceleration out of every

turn. Featherweights like Baby Mario have a serious disadvantage getting caught in the middle of a pack, as they can be easy to push around

Weight: 1

Acceleration: 5

Grip: 2

Mini-Turbo: 4

Speed (Sea): 1

Speed (Land): 1

Speed (Flying): 1

Speed (Antigravity): 1

Handling (Land): 8
Handling (Sea): 8

Handling (Flying): 8

Handling (Antigravity): 8

Baby Luigi

ater in life ...



Weight Class: Featherweight

Baby Luigi shows no fear on the track, which makes one wonder why he becomes so easily frightened

Baby Peach



Weight Class: Featherweight

The regal royal infant, Baby Peach showed interest in kart racing well before Bowser-led kidnappings became a part of her daily routine.

Weight: 1

Acceleration: 5

Grip: 2

Mini-Turbo: 4

Speed (Land): 1

Speed (Sea): 1

Speed (Flying): 1

Speed (Antigravity): 1

Handling (Land); 8

Handling (Sea): 8 Handling (Flying): 8

Handling (Antigravity): 8

Weight: 0

Acceleration: 4

Grip: 3

Mini-Turbo: 5

Speed (Land): 0 Speed (Sea): 0 Speed (Flying): 0

Speed (Antigravity): 0

Handling (Land); 10

Handling (Sea): 10

Handling (Flying): 10

Handling (Antigravity): 10

Baby Daisy



Weight Class: Featherweight

The happiest baby on the course,
Baby Daisy is still a tough customer
despite her size disadvantages. She is
also a fairly loud customer, Some things

you just see coming in someone's early years

Baby Rosalina



Weight Class: Featherweight

Protectors of the stars gotta start small ...

Welght: 0

Acceleration: 4

Grip: 4

Mini-Turbo: 5

Speed (Land): 0

Speed (Sea): 0

Speed (Flying): 0

Speed (Antigravity): 0

Handling (Land): 10 Handling (Sea): 10

Handling (Flying): 10

Handling (Antigravity): 10

Weight: 0

Acceleration: 5

Grip: 4

Mini-Turbo: 5

Speed (Land): 0

Speed (Sea): 0

Speed (Flying): 0

Speed (Antigravity): 0

Handling (Land); 9

Handling (Sea): 9

Handling (Flying): 9

Larry

Weight Class: Light

Lightweight Larry is right at home on the Mario Kart 8 Deluxe circuit. Of all the Koopalings, Larry is quite the cheatsy devil, and an

experienced schemer

Weight: 3

Acceleration: 4

Grip: 3

Mini-Turbo: 3

Speed (Land): 3

Speed (Sea): 3

Speed (Flying): 3

Speed (Antigravity): 3

Handling (Land): 7

Handling (Sea): 7

Handling (Flying): 7

Handling (Antigravity); 7

Lemmy

Weight Class: Featherweight The smallest and lightest

The smallest and lightest Koopaling is also the craziest! Lemmy's quick off the starting line, but is susceptible to getting shoved around by almost

everyone else

Weight: 0

Acceleration: 5

Grip: 4

Mini-Turbo: 5

Speed (Land): 0

Speed (Sea): 0

Speed (Flying): 0

Speed (Antigravity): 0

Handling (Land): 9

Handling (Sea): 9

Handling (Flying): 9

Handling (Antigravity): 9

Wendy

Weight Class: Light

Wendy doesn't have her magic rings to help her on the course, but she doesn't need them to be a dominating lightweight racer!

Ludwig

Weight Class: Medium

Ludwig has followed his fellow Koopalings to the races, intending to compose his own victory anthem

should he win... which as far as he's

concerned is the obvious outcome

Weight: 2

Acceleration: 5

Grip: 4

Mini-Turbo: 4

Speed (Land): 2

Speed (Sea): 2

Speed (Flying): 2

Speed (Antigravity): 2

Handling (Land): 7

Handling (Sea): 7
Handling (Flying): 7

Handling (Antigravity): 7

Weight: 6 Acceleration: 2

Grip; 4

Mini-Turbo: 2

Speed (Land): 6

Speed (Sea): 6

Speed (Flying): 6

Speed (Antigravity): 6

Handling (Land): 4

Handling (Sea): 4

Handling (Flying): 4

Handling (Antigravity): 4

Iggy

Weight Class: Medium

The crazed mechanical Koopaling genius returns with his brothers and sister! Iggy's solidly in the Medium weight class, and is a good match for

Mario and Luigi

Roy

Weight Class: Heavy

Roy's always been the brawler of the Koopalings, and he's not changed a bit in Mario Kart 8 Deluxe. Unafraid to wear pink and mix it up with other

racers, Roy's more than capable of

fighting his way to the lead

Weight: 6

Acceleration: 2

Grip: 5

Mini-Turbo: 2

Speed (Land): 6

Speed (Sea): 6

Speed (Flying): 6

Speed (Antigravity): 6

Handling (Land): 5

Handling (Sea): 5

Handling (Flying): 5

Handling (Antigravity): 5

Weight: B

Acceleration: 1

Grip: 10

Mini-Turbo: 1

Speed (Land): 9

Speed (Sea): 9

Speed (Flying): 9

Speed (Antigravity): 9

Handling (Land); 2

Handling (Sea): 2

Handling (Flying): 2

Morton



Weight Class: Cruiser

Morton's the biggest of all the
Koopalings, and he's not afraid to
throw that weight around. One of the
Cruisers in the game, Morton's got
serious Time Trial potential for those

willing to practice wrangling him around the track

Weight: 10 Acceleration: 0

Grip: 6 Mini-Turbo: 0 Speed (Land): 10 Speed (Sea): 10 Speed (Flying): 10

Speed (Antigravity): 10 Handling (Land): 0

Handling (Sea): 0
Handling (Flying): 0

Handling (Antigravity): 0

Mii



Weight Class: Variable (Medium stats listed)

Mil can fall within the Medium, Cruiser or Featherweight classes, depending on which Mil you select. Each Mil alters it stats depending on its size. This means

that a Mill can either be as light as one of the babies, or as heavy as a Bowser

Weight: 6

Acceleration: 2

Grip: 6

Mini-Turbo: 2 Speed (Land): 6

Speed (Sea): 6

Speed (Flying): 6

Speed (Antigravity): 6

Handling (Land): 4

Handling (Sea): 4

Handling (Flying): 4

Handling (Antigravity): 4

Villager (Boy)



Weight Class: Medium

After years of cutting trees, the boy Viliager is now looking to cut race times. Just take care not to reset the game in a fury, lest "You know who"

decides to come and give you a talking to

Villager (Girl)



Weight Class: Light

From dragging furniture to drifting corners, the girl Villager has her game face on and is ready to take first place. She's over catching bugs

and digging for fossils. Now it's all eyes on the finish line

Weight: 5

Acceleration: 3

Grip: 7

Mini-Turbo: 3

Speed (Land): 5 Speed (Sea): 5 Speed (Flying): 5

Speed (Antigravity): 5

Handling (Land); 5

Handling (Sea): 5

Handling (Flying): 5

Handling (Antigravity): 5

Acceleration: 4 Grip: 2

Weight: 3

Mini-Turbo: 3 Speed (Land): 4

Speed (Sea): 4

Speed (Flying): 4

Speed (Antigravity): 4

Handling (Land); 6

Handling (Sea): 6

Handling (Flying): 6

Handling (Antigravity): 6

Isabelle



Weight Class: Light

What does the hardest-working mayor's assistant do when she takes a vacation? She leaves everyone in the dust, of course!

Dry Bowser



Weight Class: Cruiser

Bowser has been dropped into lava so many times that he's finally given up on the princess-nabbing business for a career in racing

Weight: 2

Acceleration: 5

Grip: 4

Mini-Turbo: 4

Speed (Land): 2

Speed (Sea): 2

Speed (Flying): 2

Speed (Antigravity): 2

Handling (Land): 7

Handling (Sea): 7

Handling (Flying): 7

Handling (Antigravity): 7

Weight: 9

Acceleration: 0

Grip: 1

Mini-Turbo: 0

Speed (Land): 10

Speed (Sea): 10

Speed (Flying): 10

Speed (Antigravity): 10

Handling (Land): 1

Handling (Sea): 1

Handling (Flying): 1

Tanooki Mario



Weight Class: Medium

In his Tanooki Suit, Mario's looking to go from turning into statues to turning into a biur.

Cat Peach



Weight Class: Light

Peach comes in many flavors, but there might not be one quite as adorable as Cat Peach Meeeoooowww

Weight: 5

Acceleration: 3

Grip: 7

Mini-Turbo: 3

Speed (Land): 5

Speed (Sea): 5

Speed (Flying): 5

Speed (Antigravity): 5

Handling (Land): 5

Handling (Sea): 5

Handling (Flying): 5

Handling (Antigravity): 5

Weight: 3

Acceleration: 4

Grip: 2

Mini-Turbo: 3

Speed (Land): 4

Speed (Sea); 4

Speed (Flying): 4

Speed (Antigravity): 4

Handling (Land): 6

Handling (Sea): 6

Handling (Flying): 6

Handling (Antigravity); 6

Link



Weight Class: Heavy

Epona's fast, but Link got an itch for speed that his equine friend just couldn't produce. And so begins the Racing Legend of Link.

King Boo



Weight Class: Heavy

Here's a little known fact. King Boo was once disqualified from a race for merely fazing through the course and heading directly to the

finish line

Weight: 7

Acceleration: 1

Grip: 9

Mini-Turbo: 2

Speed (Land): 7

Speed (Sea): 7

Speed (Flying): 7

Speed (Antigravity): 7

Handling (Land): 3

Handling (Sea): 3

Handling (Flying): 3

Handling (Antigravity): 3 Speed (Sea): 7

Weight: 7
Acceleration: 1

Grip: 9

Mini-Turbo: 2

Speed (Land): 7

Speed (Flying): 7

Speed (Antigravity): 7

Handling (Land); 3

Handling (Sea): 3

Handling (Flying): 3

Handling (Antigravity): 3

Dry Bones



Weight Class: Light

What do you do when you're left to roam the world as an immortal skeleton creature? Why, you race of course!

Bowser Jr.



Weight Class: Light

Ever determined to mimic his father, Bowser Jr. has had aspirations of being a racer just like the Koopa King himself. Now that he's old enough, he's ready to leave opponents in the dust

Weight: 1

Acceleration: 5

Grip: 2

Mini-Turbo: 4

Speed (Land): 1

Speed (Sea): 1

Speed (Flying): 1

Speed (Antigravity): 1

Handling (Land): 8

Handling (Sea): 8

Handling (Flying): 8

Handling (Antigravity): 8

Weight: 2

Acceleration: 4

Grip: 1

Mini-Turbo: 4

Speed (Land): 2

Speed (Sea): 2

Speed (Flying): 2

Speed (Antigravity): 2

Handling (Land): 8

Handling (Sea): 8

Handling (Flying): 8

Inkling Girl

Weight Class: Light

her next extreme challenge. Instead of leaving paint, she's coating the course in drift lines, which is all fine by her standards.

Inkling Boy



Weight Class: Medium

One day while painting his foes with a paint roller, Inkling Boy thought aloud, "There's something to this rolling thing..." Shortly after, he

hopped on a kart and the rest is history

Weight: 3

Acceleration: 4

Grip: 2

Mini-Turbo: 3

Speed (Land): 4

Speed (Sea): 4

Speed (Flying): 4

Speed (Antigravity): 4

Handling (Land): 6

Handling (Sea): 6

Handling (Flying): 6

Handling (Antigravity); 6

Weight: 5

Acceleration: 3

Grip: 7

Mini-Turbo: 3

Speed (Land): 5

Speed (Sea); 5

Speed (Flying): 5

Speed (Antigravity): 5

Handling (Land): 5

Handling (Sea): 5

Handling (Flying): 5

Handling (Antigravity): 5

Gold Mario



Weight Class: Heavy

Weight: 10
Acceleration: 1
Grip: 8
Mini-Turbo: 1
Speed (Land): 8
Speed (Sea): 8

Speed (Flying): 8

Speed (Antigravity): 8

Handling (Land): 3

Handling (Sea): 3

Handling (Flying): 3



VEHICLE CUSTOMIZATION

Handling (Antigravity): 3

After selecting your driver you are taken to a screen where you are allowed to construct a kart or bike out of the parts available to you. While your early selection of parts limits you at first, you can unlock a wide array of karts, bikes, tires, and gliders that suit your needs!

UNLOCKING PARTS

As you take on the various Grand Prix Cups, and race online against live opponents, you will unlock a number of parts to help tune up your machine. Parts are unlocked with every 30 Coins you collect

There are three specific parts that do not get unlocked in this fashion:

Gold Standard Kart: This body part requires that you score at least one star on every Grand Prix.

At the bare minimum, you must score 54 points by the end of the final race in a Grand Prix!

Gold Tires: These shiny tires can be unlocked if you are able to beat the Staff Ghost on every course in Time Trial mode

Gold Glider: To get yourself some wings of gold, you have to collect 10,000 Coins! Note that this counts Coins picked up from the track, and the Coins earned from Item Boxes. This can be made to go faster by playing lots of local multiplayer races with friends.

Body

Body parts determine the sort of handing you're going to get out of your ride, moreso than any other part

Depending on your chosen body part, your ride will be a kart, an ATV or a bike. Karts tend to be heavier, which makes them good for mixing it up in the pack. They're also larger targets for item attacks. By contrast, bikes are generally lighter, which makes them easier to push around, though that can be offset with a heavier weight class of driver, or the right kind of tires. ATVs are a hybrid of karts and bikes in terms of stats and performance.

WHAT'S THE DIFFERENCE BETWEEN KARTS, BIKES, AND ATVS?

The real difference is in the style of drifts. Karts and ATVs drift similarly. When drifting, a kart and an ATV tend to slide away from a turn to widen their arc. Drifting in these body types is also very controllable, letting players adjust themselves mid-drift.

Where things get interesting is with bikes. There are actually two sub-categories of bike istandard and sport Standard bikes drift is milarly to every other body type. Sport bikes more or less commit to the turn during a drift sharply cutting in the direction of the turn. This makes the sport bikes very difficult to adjust mid-turn, and makes inexperience in this body type very costly when you start drifting into rough terrain or hazards yould normally be able to skirt around by adjusting your drift with other body types. Sport bikes do tend to be very fast, which can offset the challenges of drifting with one.

STARTER BODIES

These bodies are available when you begin the game

Circuit Special

Body Type: Kart



Weight: 3
Acceleration: 1
Grip: 3

Speed (Land): 5

Speed (Sea): 1

Mini-Turbo: 1

Speed (Flying): 2

Speed (Antigravity): 4

Handling (Land): 1 Handling (Sea): 1

Handling (Flying): 0

Handling (Antigravity): 2

City Tripper

Body Type: Bike



Weight: 1

Acceleration: 6

Grip: 3

Mini-Turbo: 6

Speed (Land): 1

Speed (Sea): 3

Speed (Flying): 1

Speed (Antigravity): 1

Handling (Land): 5

Handling (Sea): 4

Handling (Flying): 2

Handling (Antigravity): 4

Comet

Body Type: Bike



Weight: 2

Acceleration: 5

Grip: 4

Mini-Turbo: 5

Speed (Land): 3

Speed (Sea): 3

Speed (Flying): 4

Speed (Antigravity): 5

Handling (Land): 2

Handling (Sea): 2

Handling (Flying): 2

Handling (Antigravity): 4

Sneeker

Body Type: Kart



Weight: 2

Acceleration: 2

Grip: 1

Mini-Turbo: 3

Speed (Land): 4

Speed (Sea): 2

Speed (Flying): 3

Speed (Antigravity): 3

Handling (Land): 3

Handling (Sea): 2

Handling (Flying): 2

Splat Buggy

Body Type: ATV



Weight: 0

Acceleration: 3

Grip: 1

Mini-Turbo: 3

Speed (Land): 4

Speed (Sea): 2

Speed (Flying): 3

Speed (Antigravity): 4

Handling (Land): 2

Handling (Sea): 3

Handling (Flying): 1

Handling (Antigravity): 5

Standard ATV

Body Type: ATV



Weight: 4

Acceleration: 0

Grlp: 2

Mini-Turbo: 0

Speed (Land): 5

Speed (Sea); 2

Speed (Flying): 1

Speed (Antigravity): 3

Handling (Land): O

Handling (Sea): 1

Handling (Flying): 0

Handling (Antigravity): 1

Standard Bike

Body Type: Bike



Weight: 1

Acceleration: 5

Grip: 3

Mini-Turbo: 5

Speed (Land): 5

Speed (Sea): 2

Speed (Flying): 4

Speed (Antigravity): 2

Handling (Land); 4

Handling (Sea): 3

Handling (Flying): 3

Handling (Antigravity): 4

Standard Kart

Body Type: Kart



Weight: 2

Acceleration: 4

Grlp; 3

Mini-Turbo: 4

Speed (Land): 3

Speed (Sea): 3

Speed (Flying): 3

Speed (Antigravity): 3

Handling (Land); 3

Handling (Sea): 2

Handling (Flying): 3

Handling (Antigravity): 3

Steel Driver

Body Type: Kart



Weight: 4

Acceleration: 1

Grip: 1

Mini-Turbo: 2

Speed (Land): 4

Speed (Sea): 5

Speed (Flying): 0

Speed (Antigravity): 2

Handling (Land): 1

Handling (Sea): 5

Handling (Flying): 1

Handling (Antigravity): 1

Streetle

Body Type: ATV



Weight: 0

Acceleration: 6

Grip: 0

Mini-Turbo: 6

Speed (Land): 1

Speed (Sea): 4

Speed (Flying): 2

Speed (Antigravity): 0

Handling (Land): 4

Handling (Sea): 5

Handling (Flying): 3

UNLOCKABLE BODIES

These bodies are unlocked at random, save for the Gold Standard Kart.

300 SL Roadster

Body Type: Kart



Weight: 2

Acceleration: 4

Grip: 3

Mini-Turbo: 4

Speed (Land): 3

Speed (Sea): 3

Speed (Flying): 3

Speed (Antigravity): 3

Handling (Land): 3

Handling (Sea): 2

Handling (Flying): 3

Handling (Antigravity): 3

B Dasher

Body Type: Kart



Weight: 3

Acceleration: 1

Grip: 3

Mini-Turbo: 1

Speed (Land): 5

Speed (Sea): 1

Speed (Flying): 2

Speed (Antigravity): 4

Handling (Land): 1

Handling (Sea): 1

Handling (Flying): 0

Handling (Antigravity): 2

Badwagon

Body Type: Kart



Weight: 4

Acceleration: 0

Grip: 2

Mini-Turbo: 0

Speed (Land): 5

Speed (Sea): 2

Speed (Flying): 1

Speed (Antigravity): 3

Handling (Land): O

Handling (Sea): 1

Handling (Flying): 0

Handling (Antigravity): 1

Biddybuggy

Body Type: Kart



Weight: 0

Acceleration: 7

Grip: 1

Mini-Turbo: 7

Speed (Land); ()

Speed (Sea): 1

Speed (Flying): 1

Speed (Antigravity): 2

Handling (Land): 5

Handling (Sea); 4

Handling (Flying): 4

Handling (Antigravity): 5

Blue Falcon

Body Type: Kart



Weight: 0

Acceleration: 3

Grip: 1

Mini-Turbo: 3

Speed (Land): 4

Speed (Sea): 2

Speed (Flying): 3

Speed (Antigravity): 4

Handling (Land): 2

Handling (Sea): 3

Handling (Flying): 1

Handling (Antigravity): 5

Bone Rattler

Body Type: Bike



Weight: 4

Acceleration: 1

Grip: 1

Mini-Turbo: 2

Speed (Land): 4

Speed (Sea): 5

Speed (Flying): 0

Speed (Antigravity): 2

Handling (Land): 1

Handling (Sea): 5

Handling (Flying): 1

Cat Cruiser

Body Type: Kart



Weight: 2

Acceleration: 5

Grip: 4

Mini-Turbo: 5

Speed (Land): 2

Speed (Sea): 2

Speed (Flying): 4

Speed (Antigravity): 3

Handling (Land): 4

Handling (Sea): 2

Handling (Flying): 4

Handling (Antigravity); 3

Flame Rider

Body Type: Bike



Weight: 1

Acceleration: 5

Grip: 3

Mini-Turbo: 5

Speed (Land): 2

Speed (Sea): 2

Speed (Flying): 3

Speed (Antigravity): 4

Handling (Land): 4

Handling (Sea): 3

Handling (Flying): 3

Handling (Antigravity): 4

GLA

Body Type: Kart



Weight: 4

Acceleration: 0

Grip: 2

Mini-Turbo: 0

Speed (Land): 5

Speed (Sea): 2

Speed (Flying): 1

Speed (Antigravity): 3

Handling (Land): 0

Handling (Sea): 1

Handling (Flying): 0

Handling (Antigravity): 1

Gold Standard

Body Type: Kart



Weight: 2

Acceleration: 2

Grip:

Mini-Turba: 3

Speed (Land): 3

Speed (Sea): 3

Speed (Flying): 4

Speed (Antigravity): 5

Handling (Land); 2

Handling (Sea): 2

Handling (Flying): 2

Handling (Antigravity): 4

Inkstriker

Body Type: ATV



Weight: 3

Acceleration: 3

Grip: 2

Mini-Turbo: 4

Speed (Land): 3

Speed (Sea): 3

Speed (Flying): 4

Speed (Antigravity): 5

Handling (Land): 2

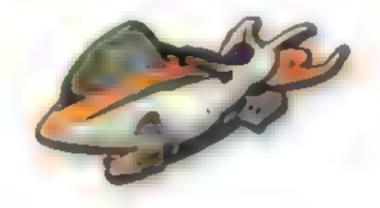
Handling (Sea): 2

Handling (Flying): 2

Handling (Antigravity): 4

Jet Bike

Body Type: Bike



Welght: 1

Acceleration: 2

Grip: 1

Mini-Turbo: 3

Speed (Land): 4

Speed (Sea): 3

Speed (Flying): 3

Speed (Antigravity): 3

Handling (Land): 3

Handling (Sea): 3

Handling (Flying): 3

Koopa Clown

Body Type: ATV



Weight: 3

Acceleration: 2

Grip: 4

Mini-Turbo: 3

Speed (Land): 2

Speed (Sea): 4

Speed (Flying): 3

Speed (Antigravity): 3

Handling (Land): 4

Handling (Sea): 4

Handling (Flying): 3

Handling (Antigravity); 3

Landship

Body Type: Kart



Weight: 0

Acceleration: 6

Grip: 0

Mini-Turbo: 6

Speed (Land); 1

Speed (Sea); 5

Speed (Flying): 2

Speed (Antigravity): 0

Handling (Land): 4

Handling (Sea): 5

Handling (Flying): 3

Handling (Antigravity); 2

Mach 8

Body Type: Kart



Weight: 3

Acceleration: 3

Grip: 2

Mini-Turbo: 4

Speed (Land): 3

Speed (Sea): 3

Speed (Flying): 4

Speed (Antigravity): 5

Handling (Land); 2

Handling (Sea): 2

Handling (Flying): 2

Handling (Antigravity): 4

Master Cycle

Body Type: Bike



Weight: 2

Acceleration: 2

Grip: 1

Mini-Turbo: 3

Speed (Land): 4

Speed (Sea): 2

Speed (Flying): 3 Speed (Antigravit

Speed (Antigravity): 3

Handling (Land); 3

Handling (Sea): 2

Handling (Flying): 2

Handling (Antigravity): 3

Mr. Scooty

Body Type: Bike



Weight: 0

Acceleration: 7

Grip: 1

Mini-Turbo: 7

Speed (Land): 0

Speed (Sea): 1

Speed (Flying): 1

Speed (Antigravity): 2

Handling (Land): 5

Handling (Sea): 4

Handling (Flying): 4

Handling (Antigravity): 5

P-Wing

Body Type: Kart



Weight: 3

Acceleration: 1

Grip: 3

Mini-Turbo: 1

Speed (Land): 5

Speed (Sea): 1

Speed (Flying): 2

Speed (Antigravity): 4

Handling (Land): 1

Handling (Sea): 1

Handling (Flying): 0

Pipe Frame

Body Type: Kart



Weight: 1

Acceleration: 6

Grip: 3

Mini-Turbo: 6

Speed (Land): 1

Speed (Sea): 3

Speed (Flying): 1

Speed (Antigravity): 1

Handling (Land): 5

Handling (Sea): 4

Handling (Flying): 2

Handling (Antigravity); 4

Prancer

Body Type: Kart



Weight: 1

Acceleration: 2

Grip: 1

Mini-Turbo: 3

Speed (Land): 4

Speed (Sea): 3

Speed (Flying): 3

Speed (Antigravity): 3

Handling (Land): 3

Handling (Sea): 3

Handling (Flying): 3

Handling (Antigravity); 2

Sport Bike

Body Type: Bike



Weight: 1

Acceleration: 2

Grip: 1

Mini-Turbo: 3

Speed (Land): 4

Speed (Sea): 3

Speed (Flying): 3

Speed (Antigravity): 3

Handling (Land): 3

Handling (Sea): 3

Handling (Flying): 3

Handling (Antigravity): 2

Sports Coupe

Body Type: Kart



Weight: 3

Acceleration: 2

Grip: 2

Mini-Turbo: 4

Speed (Land): 3

Speed (Sea): 3

Speed (Flying): 4

Speed (Antigravity): 5

Handling (Land); 2

Handling (Sea): 2

Handling (Flying): 2

Handling (Antigravity): 4

Tanooki Kart

Body Type: Kart



Weight: 3

Acceleration: 2

Grip: 4

Mini-Turbo: 3

Speed (Land): 2

Speed (Sea): 4

Speed (Flying): 3

Speed (Antigravity): 3

Handling (Land): 4

Handling (Sea): 4

Handling (Flying): 3

Handling (Antigravity): 3

Teddy Buggy

Body Type: ATV



Weight: 2

Acceleration: 5

Grip: 4

Mini-Turbo: 5

Speed (Land): 2

Speed (Sea): 2

Speed (Flying): 4

Speed (Antigravity): 3

Handling (Land); 4

Handling (Sea): 3

Handling (Flying): 4

The Duke

Body Type: Bike



Weight: 2 Acceleration: 4

Grip: 3

Mini-Turbo: 4

Speed (Land): 3

Speed (Sea): 3

Speed (Flying): 3

Speed (Antigravity): 3

Handling (Land): 3

Handling (Sea): 3

Handling (Flying); 2

Handling (Antigravity): 3

Tri-Speeder

Body Type: Kart



Weight: 4

Acceleration: 1

Grip: 1

Mini-Turbo: 2

Speed (Land): 4

Speed (Sea); 5

Speed (Flying): 0

Speed (Antigravity): 2

Handling (Land): 1

Handling (Sea): 5

Handling (Flying): 1

Handling (Antigravity): 1

Varmint

Body Type: Bike



Weight: 1

Acceleration: 6

Grip: 3

Mini-Turbo: 6

Speed (Land): 1

Speed (Sea): 3

Speed (Flying): 1

Speed (Antigravity): 1

Handling (Land): 5

Handling (Sea): 4

Handling (Flying): 2

Handling (Antigravity): 4

W 25 Silver Arrow

Body Type: Kart



Weight: 1

Acceleration: 5

Grip: 3

Mini-Turbo: 5

Speed (Land): 2

Speed (Sea): 2

Speed (Flying): 3

Speed (Antigravity): 4

Handling (Land): 4

Handling (Sea): 3

Handling (Flying): 3

Handling (Antigravity): 4

Wild Wiggler

Body Type: ATV



Weight: I

Acceleration: 5

Grip: 3

Mini-Turbo: 5

Speed (Land): 2

Speed (Sea): 2

Speed (Flying): 3

Speed (Antigravity): 4

Handling (Land): 4

Handling (Sea): 3

Handling (Flying): 3

Handling (Antigravity): 4

Yoshi Bike

Body Type: Bike



Weight: 2

Acceleration: 5

Grip: 4

Mini-Turbo: 5

Speed (Land): 2

Speed (Sea): 2

Speed (Flying): 4

Speed (Antigravity): 3

Handling (Land): 4

Handling (Sea): 2

Handling (Flying): 4

Tires

Tires can heavily influence your basic stats, focusing as you might expect on stats that determine how well your ride handles the road

STARTER TIRES

These tires are available when you begin the game





Monster

Weight: 4
Acceleration: 2

Grip: 3

Mini-Turbo: 2 Speed (Land): 2

Speed (Sea): 2

Speed (Flying): 1

Speed (Antigravity): 2

Handling (Land); 0

Handling (Sea): 1

Handling (Flying): 1

Handling (Antigravity): 0



Off-Road

Weight: 3

Acceleration: 3

Grlp: 3

Mini-Turbo: i

Speed (Land): 3

Speed (Sea): 4

Speed (Flying): 1

Speed (Antigravity); 2

Handling (Land): 1

Handling (Sea): 1

Handling (Flying): 1

Handling (Antigravity): 2



Roller

Weight: 0

Acceleration: 6

Grip: 0

Mini-Turbo: 6

Speed (Land): 0

Speed (Sea): 3

Speed (Flying): 3

Speed (Antigravity): 0

Handling (Land): 4

Handling (Sea): 4

Handling (Flying): 4

Handling (Antigravity): 4



Slim

Weight: 2

Acceleration: 2

Grip: 4

Mini-Turbo: 2

Speed (Land): 3

Speed (Sea): 2

Speed (Flying): 2

Speed (Antigravity): 4

Handling (Land): 4

Handling (Sea); 4

Handling (Flying): 4

Handling (Antigravity): 3



Sponge

Weight: 1

Acceleration: 4

Grlp: 2

Mini-Turbo: 4

Speed (Land): 1

Speed (Sea): 1

Speed (Flying): 4

Speed (Antigravity): 1

Handling (Land): 2

Handling (Sea): 1

Handling (Flying): 3

Handling (Antigravity): 3



Standard

Weight: 2

Acceleration: 4

Grip: 2

Mini-Turbo: 3

Speed (Land): 2

Speed (Sea): 3

Speed (Flying): 3

Speed (Antigravity): 2

Handling (Land): 3

Handling (Sea): 3

Handling (Flying): 3

UNLOCKABLE TIRES

These tires are unlocked at random, save for the Gold Tires.



Azure Roller



Blue Standard

Weight: 0
Acceleration: 6

Grip: 0 Mini-Turbo: 6 Speed (Land): 0 Speed (Sea): 3 Speed (Flying): 3
Speed (Antigravity): 0
Handling (Land): 4
Handling (Sea): 4
Handling (Flying): 4

Handling (Antigravity): 4

Weight: 2
Acceleration: 4
Grip: 2
Mini-Turbo: 3
Speed (Land): 2

Speed (Sea): 3

Speed (Flying): 3
Speed (Antigravity): 2
Handling (Land): 3
Handling (Sea): 3
Handling (Flying): 3
Handling (Antigravity): 3



Button

Weight: 0
Acceleration: 5

Grip: 1

Mini-Turbo: 5 Speed (Land): 1

Speed (Sea): 2

Speed (Flying): 2

Speed (Antigravity): 2 Handling (Land): 3

Handling (Sea): 3

Handling (Flying): 2

Handling (Antigravity): 4



Crimson Slim

Weight: 2

Acceleration: 2

Grip: 4

Mini-Turbo: 2

Speed (Land): 3

Speed (Sea): 2

Speed (Flying): 2

Speed (Antigravity): 4

Handling (Land): 4

Handling (Sea): 4

Handling (Flying): 4

Handling (Antigravity): 3



Cushion

Weight: 1
Acceleration: 4

Grip: 2

Mini-Turbo: 4

Speed (Land): 1

Speed (Sea): 1

Speed (Flying): 4
Speed (Antigravity): 1

Handling (Land): 2

Handling (Sea); 1

Handling (Flying): 3

Handling (Antigravity): 2



Cyber Slick

Weight: 3

Acceleration: 1

Grip: 4

Mini-Turbo: 0

Speed (Land): 4

Speed (Sea): 0

Speed (Flying): 0

Speed (Antigravity): 4

Handling (Land): 2

Handling (Sea): 0

Handling (Flying): 1

Handling (Antigravity): 2



GLA Tires

Weight: 2 Acceleration: 4

Grip: 2

Mini-Turbo: 3

Speed (Land): 4

Speed (Sea): 3

Speed (Flying): 2

Speed (Antigravity): 1

Handling (Land): 2

Handling (Sea): 2

Handling (Flying): 0

Handling (Antigravity): 1



Gold Tires

Weight: 4

Acceleration: 0

Grip: 1

Mini-Turbo: 0

Speed (Land): 4

Speed (Sea): 3

Speed (Flying): 2

Speed (Antigravity): 1

Handling (Land): 2

Handling (Sea): 2

Handling (Flying): 0



Hot Monster



Leaf Tires

Weight: 4 Acceleration: 2

Grip: 3

Mini-Turbo: 2 Speed (Land): 2

Speed (Sea): 2

Speed (Flying): 1

Speed (Antigravity): 2

Handling (Land): 2

Handling (Sea): 1

Handling (Flying): 1

Handling (Antigravity): 0

Weight: 0

Acceleration: 5

Grip: 1

Mini-Turbo: 5

Speed (Land): 1

Speed (Sea): 2

Speed (Flying): 2

Speed (Antigravity): 2

Handling (Land): 3

Handling (Sea): 3

Handling (Flying): 2

Handling (Antigravity): 4



Acceleration: 0

Mini-Turbo: 0

Speed (Land): 4

Speed (Sea): 3

Weight: 4

Grip: 1

Metal

Speed (Flying): 2

Speed (Antigravity): 1

Handling (Land): 2

Handling (Sea): 2

Handling (Flying): 0

Handling (Antigravity): 1



Retro Off-Road

Weight: 3

Acceleration: 3

Grip: 3

Mini-Turbo: 1

Speed (Land): 3

Speed (Sea): 4

Speed (Flying): 1

Speed (Antigravity): 2

Handling (Land): 1

Handling (Sea): 1

Handling (Flying): 2

Handling (Antigravity): 2



Slick

Weight: 3

Acceleration: 1

Grip: 4

Mini-Turbo: 0

Speed (Land): 4

Speed (Sea): 0

Speed (Flying): 0

Handling (Land): 2

Handling (Sea): 0

Handling (Flying): 1

Triforce Tires

Speed (Antigravity): 4

Handling (Antigravity); 2

Weight: 3

Acceleration: 3

Grip: 3

Mini-Turbo: 1

Speed (Land); 3

Speed (Sea): 4

Speed (Flying); 1

Speed (Antigravity): 2

Handling (Land): 1

Handling (Sea): 1

Handling (Flying): 2

Handling (Antigravity): 2



Wood

Weight: 2

Acceleration: 2

Grip: 4

Mini-Turbo: 2

Speed (Land): 3

Speed (Sea): 2

Speed (Flying): 2

Speed (Antigravity): 4

Handling (Land): 4

Handling (Sea): 4

Handling (Flying): 4

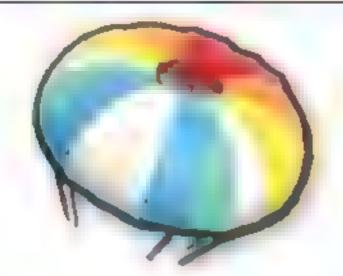


Gliders change your speed and handling while in the air, though some also provide benefits to your acceleration and top speed while driving on the ground

STARTER GLIDERS

These gliders are available when you begin the game

Parachute



Weight: 0 Acceleration; 2

Grip: 1

Mini-Turbo: 2

Speed (Land): 0

Speed (Sea): 1

Speed (Flying): 1

Speed (Antigravity); 1

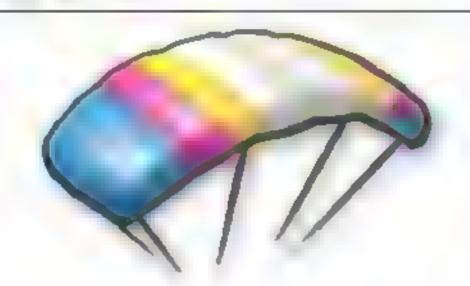
Handling (Land); 1

Handling (Sea): 0

Handling (Flying): 2

Handling (Antigravity): 1

Parafoil



Weight: 1

Acceleration: 2

Grip: 2

Mini-Turba: 2

Speed (Land): 0

Speed (Sea): 0

Speed (Flying): 1

Speed (Antigravity): 1

Handling (Land): 1

Handling (Sea): 1

Handling (Flying): 2

Handling (Antigravity): 0

Plane Glider



Weight: 2

Acceleration: 1

Grip: 2

Mini-Turbo: 1

Speed (Land): 1

Speed (Sea): 0

Speed (Flying): 2

Speed (Antigravity): 1

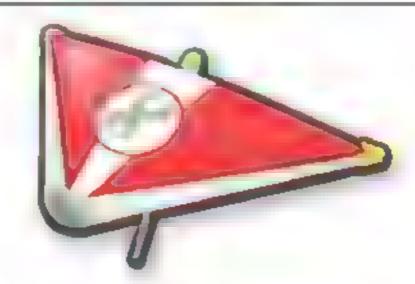
Handling (Land): 1

Handling (Sea): 1

Handling (Flying): 1

Handling (Antigravity): 0

Super Glider



Weight: 1

Acceleration: 1

Grip: 1

Mini-Turbo: 1

Speed (Land): 1

Speed (Sea): 1

Speed (Flying): 2

Speed (Antigravity): 0

Handling (Land): 1

Handling (Sea): 0

Handling (Flying): 1

VEHICLE CUSTOMIZATION



Bowser Kite



Weight: 1 Acceleration: 2

Grip: 2

Mini-Turbo: 2

Speed (Land): 0

Speed (Sea): 0

Speed (Flying): 1

Speed (Antigravity): 1

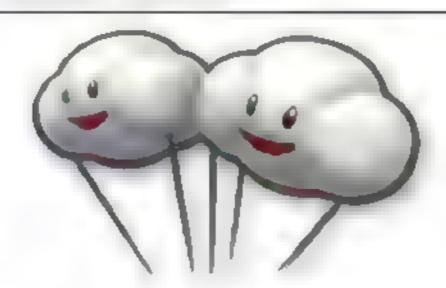
Handling (Land): 1

Handling (Sea): 1

Handling (Flying): 2

Handling (Antigravity): 0

Cloud Glider



Weight: 0

Acceleration: 2

Grlp;

Mini-Turbo: 2

Speed (Land): 0

Speed (Sea): 1

Speed (Flying): 1

Speed (Antigravity): 1

Handling (Land); 1

Handling (Sea): 0

Handling (Flying): 2

Handling (Antigravity): 1

Flower Glider



Weight: 0

Acceleration: 2

Grip: 1

Mini-Turbo: 2

Speed (Land): 0

Speed (Sea): 1

Speed (Flying): 1

Speed (Antigravity): 1

Handling (Land): 1

Handling (Sea): 0

Handling (Flying): 2

Handling (Antigravity): 1

Gold Glider



Weight: 2

Acceleration: 1

Grip: 2

Mini-Turbo: 1

Speed (Land): 1

Speed (Sea): 0

Speed (Flying): 2

Speed (Antigravity): 1

Handling (Land): 1

Handling (Sea): 1

Handling (Flying): 1

Hylian Kite



Welght: 1

Acceleration: 1

Grip: 1

Mini-Turbo: 1

Speed (Land): 1

Speed (Sea): 1

Speed (Flying): 2

Speed (Antigravity): 0

Handling (Land): 1

Handling (Sea): 0

Handling (Flying): 1

Handling (Antigravity); 1

MKTV Parafoil



Weight: 1

Acceleration: 2

Grip: 2

Mini-Turbo: 2

Speed (Land); 0

Speed (Sea): 0

Speed (Flying): 1

Speed (Antigravity): 1

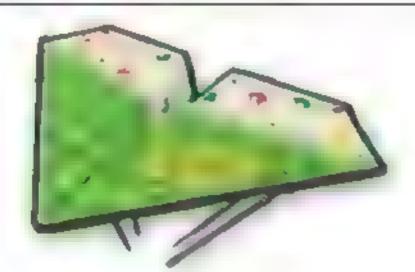
Handling (Land): 1

Handling (Sea): 1

Handling (Flying): 2

Handling (Antigravity): 0

Paper Glider



Weight: 0

Acceleration: 2

Grip: 1

Mini-Turbo: 2

Speed (Land): 0

Speed (Sea): 1

Speed (Flying): 1

Speed (Antigravity): 1

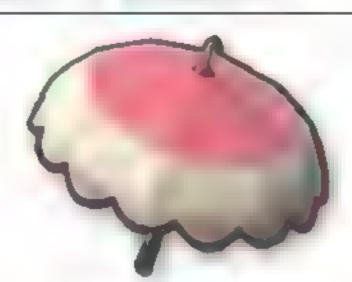
Handling (Land); 1

Handling (Sea): 0

Handling (Flying): 2

Handling (Antigravity): 1

Peach Parasol



Weight: 1

Acceleration: 2

Grlp: 2

Mini-Turbo: 2

Speed (Land): 0

Speed (Sea): 0

Speed (Flying): 1

Speed (Antigravity): 1

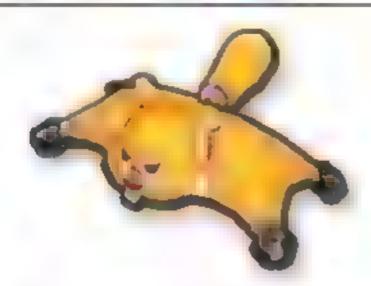
Handling (Land); 1

Handling (Sea): 1

Handling (Flying): 2

Handling (Antigravity): 0

Waddle Wing



Weight: 1

Acceleration: 1

Grip: 1

Mini-Turbo: 1

Speed (Land): 1

Speed (Sea): 1

Speed (Flying): 2

Speed (Antigravity): 0

Handling (Land): 1

Handling (Sea): 0

Handling (Flying): 1

Handling (Antigravity): 1

Wario Wing



Weight: 2

Acceleration: 1

Grip: 2

Mini-Turbo: 1

Speed (Land): 1

Speed (Sea): 0

Speed (Flying): 2

Speed (Antigravity): 1

Handling (Land): 1

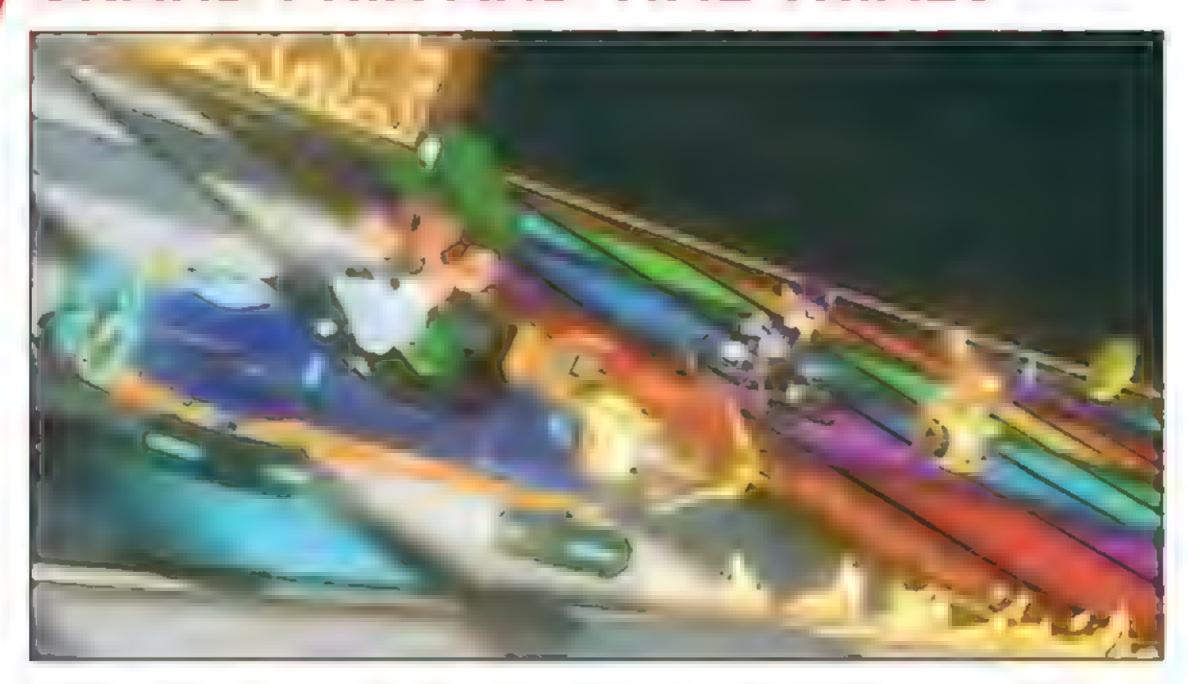
Handling (Sea): 1

Handling (Flying): 1





GRAND PRIX AND TIME TRIALS



Grand Prix and Time Trial modes in Mario Kart 8 Deluxe are both laser-focused on one goal make it to the finish line in the shortest time possible. How that slaccomplished differs depending on the mode in Grand Prix Cups, you'll jockey for position and trade item attacks and sideswipes with 11 other flerce racers in Time Trial mode, you'll burn up the courses competing mostly against your own previous best times, but also ghost data from your friends and even Nintendo's own testers.



Grand Prix

Mario Kart 8 Deluxe features a whopping 48 tracks spread across twelve Grand Prix cups, spanning the whole breadth of Nintendo's unparalleled franchises Four dozen tracks with twelve competitors per race is a lot of the zany, whimsically unhinged racing for which Mario Kart is renown

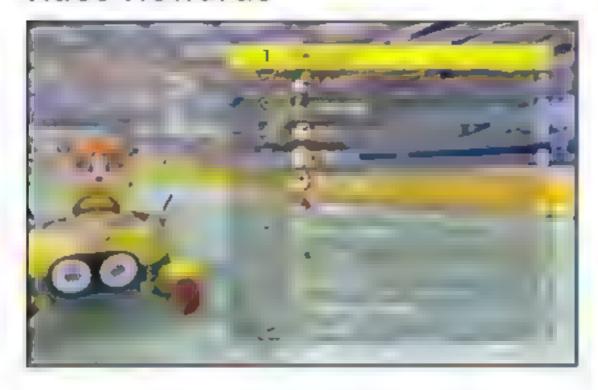


As per Mario Kart tradition, a cup consists of four races, and you're awarded points based on the place you finish. During the first race of a cup, you are twelfth place on the starting grid, and must work your way to the front of the pack. After the first race, your place on the starting grid in future races is determined by what place you finish. If you finish in third, you start in third for the next race

Depending on where you are on the starting grid, you are given a set amount of Coins to start the race with.

Tweifth and Eleventh Place: 5 Coins
Tenth and Ninth Place: 4 Coins
Eighth and Seventh Place: 3 Coins
Sixth and Fifth Place: 2 Coins
Fourth and Third Place: 1 Coin

Race Rewards



Your place at the end of the race determines your point reward. A perfect cup will have you max out at 60 points total.

First Place: 15 Points
Second Place: 12 Points
Third Place: 10 Points
Fourth Place: 9 Points
Fifth Place: 8 Points
Sixth Place: 7 Points

Seventh Place: 6 Points

Eighth Place: 5 Points

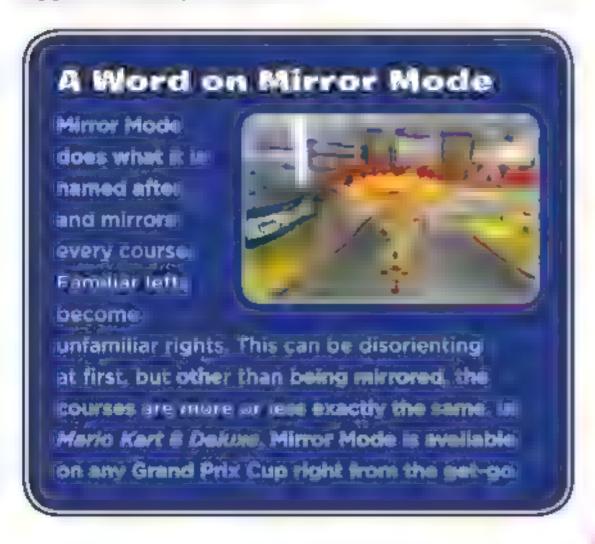
Ninth Place: 4 Points

Tenth Place: 3 Points

Eleventh Place: 2 Points

Twelfth Place: 1 Point

There are five difficulty classes in Mario Kart 8 Deluxe SOcc. 100cc. 150cc. Mirror Mode, and 200cc. The "cc" designation means "cubic centimeters," referring to the displacement of the vehicle engines. So, naturally, 200cc is a lot faster (and therefore much more challenging) than 50cc. Starting with the slowest SOcc, each step up means higher speeds and more aggressive computer racers.



Unlocking Cups

Mario Kart 8 Deluxe on Nintendo Switch is a celebration of Mario Kart's tenure on the Nintendo Wii U, as well as a demonstration of the flexibility of the Nintendo Switch console itself. In this version of the game, all tracks and modes are unlocked from the beginning. Unlocks in Mario Kart 8 Deluxe are focused on acquiring new parts for your vehicles. At first, you'll unlock a new random vehicle part every 30 Coins you collect in completed races. Later, the amount of Coins required between unlocks increases from 30 to 50 and then from 50 to 100. You don't need to spend any time worrying about this though, really; just keep playing Mario Kart¹

Star Ratings



At the end of a cup in single-player mode, your point total can earn you a star rating

57 Points: 2 Stars **57 Points:** 2 Stars **55-54 Points:** 1 Star

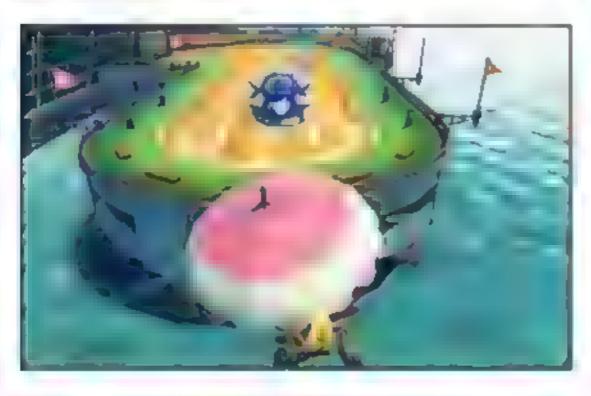


Grand Prix Tips

Whether competing against the computer-driven racers lagainst your friends in split-screen multiplayer or against rivers around the world online. Grand Prix races don't just reward the fastest racer, they also reward the sneak est, most cunning, and most devious racer. Make no mistake, you want to be at the front of the pack after three laps, but expect everyone behind you to use every item in the game's arsenal to make your life difficult. As such there are a few specific tips to deal with the deluge of shees, Bananas, and Bob-ombs that will stand between you and a first-place finish.



Go Fast, Get Hit (with Lots of Items): Part of Mario Kart's balance involves "rubberbanding" with items. The better your position in a race, the worse the items you'll get, the farther toward the back of the pack you're running, the better the items you get. Basically this means that if you get very good at running in front, you can expect to deal with a lot of assaults from vehicles chasing you. Act accordingly, judiciously using your own items as shields behind you when possible.



The Spiny Shell Will Get Through: The bane of first place, the Spiny Shell is back in force. Short of lucking into a Super Horn, or timing a Mushroom to boost you just ahead of the Spiny Shell's final dive toward you, if you're in first place and a Spiny Shell has been fired, you're likely taking a hit. You either want to be far enough ahead that the inevitable impact is not as devastating to your lead as it can be, or you want to keep second place close enough that you can fall back and let that poor sap take the hit for you. Of course, if the competition is savvy, they might just slow down to make sure the shell homes in on you before they pull ahead



Going Heavyweight: There's a lot to be said about the virtues of lighter racers and vehicles, but heavier options are worth learning to corner with. You can really ruin the day of a lighter racer without even using items simply by running into that opponent Heavier racers and vehicles also tend to be the fastest, assuming you're able to wrangle them around the turns effectively!



Get Coins: Do what you can to hoard Coins. In heated races, even having just one more Coin toward the maximum ten than your opponent can decide victory between evenly matched racers





Learn the Shortcuts: Many courses provide alternate routes, but not all of them can be considered shortcuts. Sometimes it's as simple as using a Mushroom to burst across a grassy field, cutting past a series of hairpin turns. Other times, you might need to get creative with ramps, dash panels, and some fancy gliding



Intelligent Off-Roading: Some shortcuts or alternate routes through a course require you to go off-road. This is fine, except that going off-road slows down every racer, and some more than others. If you don't have a Mushroom, or your vehicle-racer combo suffers heavily going off the track, it's generally best to stay on course

Time Trial



Time Trial Tips

Racing in the Time Trials is fundamentally different from the Grand Prix. It is just you against the track.

You get three Mushrooms, and the only other items you can collect are Coins. The fastest Time Trials on a course demand racers to take the best racing lines while also managing their Mushrooms and collecting.

Coins in the process.

Keep in mind that some of the fastest times will require that you unlock more parts to opt mize your maximum speed and your ability to corner effectively with well-executed drifts and Mini-Turbos.



Ten Coins: You start each Time Trial with zero Coins
Your goal should be to reach the ten-Coin max as
early as possible. However, don't sacrifice speed or
a good line through a turn just to collect wayward.
Coins! Once you reach ten Coins, concentrate on the
fastest racing line, collecting Coins only if they are in
your way. Note that there may be some courses where
getting ten Coins isn't a reasonable proposition, since
that might require you to take longer lines around
turns to pick up the Coins.





Coins Do Not Regenerate: Unlike in Grand Prix mode during Time Trials Coins do not regenerate on the track. Part of the strategy to a Time Trial is to have a route that is not only the fastest, but we also guarantee that you pick up as many Coins as you can, while maintaining a fast racing line. Since the Coins can only be picked up once, you can't rely on Coins always being around to make up for mistakes.



Study the Ghosts: The lap ghosts made by you and other players with the game can teach you a lot regarding how you should race through a course. If you're serious about breaking records, you need to observe what the ghost is doing, and the sort of racer-vehicle combination they have going on!



Manage your Mini-Turbos: You don't always have to go with orange-spark Super Mini-Turbos! Sometimes, it's best to squeeze out more blue-spark Mini-Turbos during a turn, rather than risk eating a wall or straying off course just to get those orange sparks going! Building to purple sparks for an Ultra Mini-Turbo boost (possible only with steering assistance disabled) is rarely in the cards, except on the longest steady hairpin curves.







MUSHROOM CUP



Mario Kart Stadium



The starting course of your Mario Kart 8 Deluxe career the Mario Kart Stadium features long stretches of track connected by easy-to-drift-through turns. While it's not a particularly difficult track to race on it's a good preview of what you can expect in later race courses in this cup and in future cups!

CAUTION: ROADSIDE UNASSISTANCE



Pipes: Scattered on the grassy and sandy corners of the track are pipes. By themselves they are harmless, but if you're trying to cut corners and end up hitting a pipe head-on, you'll come to a complete stop!

Grass and
Sand: All
vehicles slow
down when
going off-road,
but with the
right parts you

can limit how



much speed you lose. Stay on the track unless you're using a Mushroom to boost off-road to cut a corner

Grand Prix





The second turn of the race provides an example of a common Mario Kart 8 Deluxe dilemma: taking the corner wide will push you along a series of dash panels and a set of Coins. Taking the inside route is faster, but has no Coins. Your first laps in every race should be about building up your Coin count Afterward, consider the inside path every time



You can cut this corner with a Mushroom, if you have one. Just mind the pipes!





Just past the second turn is an antigravity panel that lets you stick to the track as it twists around.

The next corner

Grand Prix Mode



THE TRACKS-MUSHROOM CUP







The hairpin turn near the end of the antigravity section of track leads to a smale

ramp that will let you glide over a chasm, if you're far behind and have a Lightning Bolt, you can send racers into the chasm as they try to glide across. Don't miss collecting Coins on the way over the gap!



The last set of turns presents another split roadway, with the wider racing line taking you over a set of dash panels and more Coins. The wider line ends with a ramp you can Jump Boost off of for additional speed.



Alternatively
you can cut
the corner
even tighter
by using a
Mushroom and
going through



the sand. Many pipes are set up here, so be careful about how you biast through this area. This is also a good tactic to defeat incoming Red Shells, as they might hit the pipes

Time Trial



Lap 1 of any Time Trial should be focused on snagging as many Coins as possible. Turn 1 has a pair of Coins to snag, followed by four more on the outside of Turn 2. It's actually faster to ignore those Coins on the outside of Turn 2, and instead take the inside of the turn as close to the grass as possible. You can use a Mushroom to cut across the grass, but you might want to save that for later



It is reasonable to want to use one of your Mushrooms to hit the ramp on the grass on the inside of Turn 3

However, this is not the best use of a Mushroom on this Time Trial

Turn 4 has five Coins located on it two on the inside line and three on the outside Stay inside on the first lap,



and every lap thereafter. Ideally you should have eight Coins after navigating this turn.



Set up your drift on the Turn 5 hairpin as early as you can. You can score a Super Mini-Turbo or Ultra Mini-Turbo and boost back downhill toward the glide ramp.



Mid-air from the glide ramp, you have some work to prepare for the end of the lap. On Lap 1, you can snag your final Coins to reach ten while in mid-air.

Time Trial Mode



As you're gliding down, avoid the ramp at the center of the course. As you pass up the ramp, drift

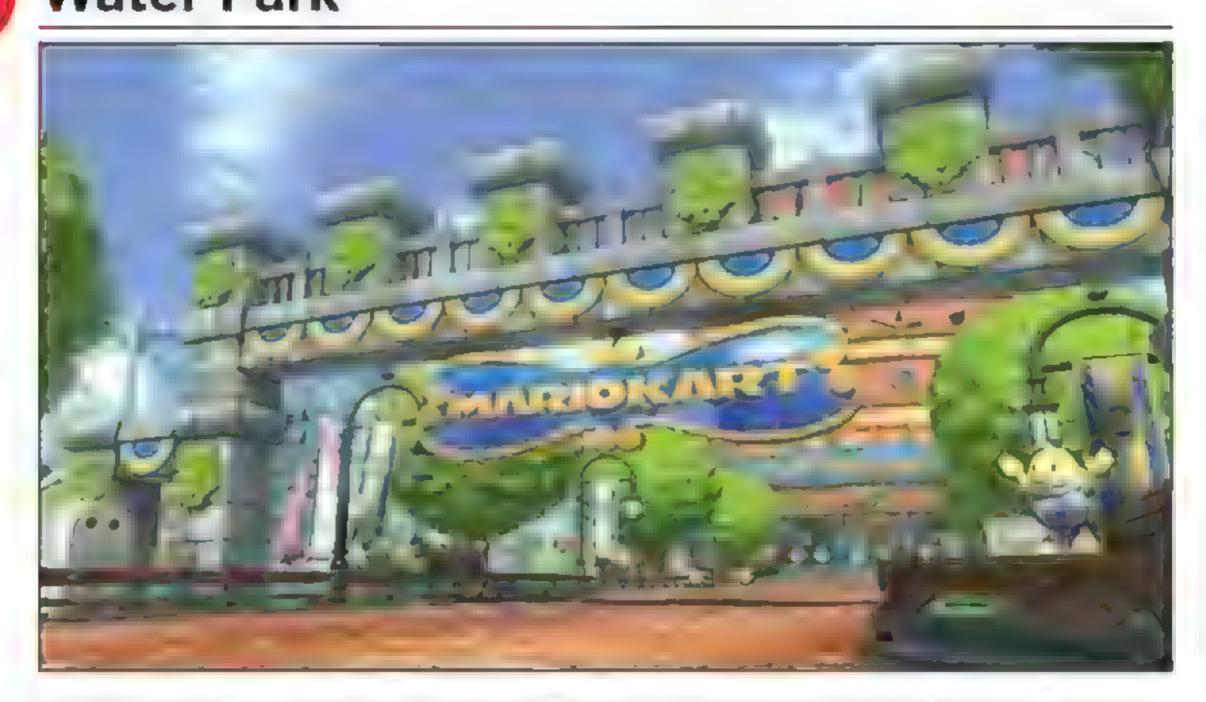
toward the sand and the pipes on the inside of the final turn. You should be able to pull off a Mini-Turbo just as you reach the sand

The scattered pipes on the sand can be devastating to hit during a Time Trial, but the best time to use Mushrooms is to blitz through this pipe forest across the sand. By doing





Water Park



An aptly named course, Water Park introduces a new twist to the gravity defying racing in Mario Kart 8 Deluxe, while also having players deal with the changes to vehicle handling underwater

CAUTION: ROADSIDE UNASSISTANCE

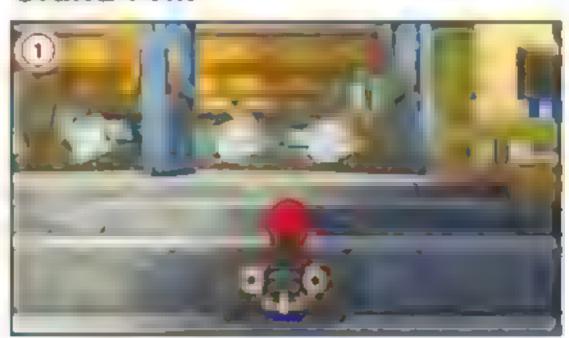


Spin Boost Pillars: Found at the front of Sub Coasters that travel through a portion of the race course, these pillars give you a Spin Boost of speed at the cost of some control.

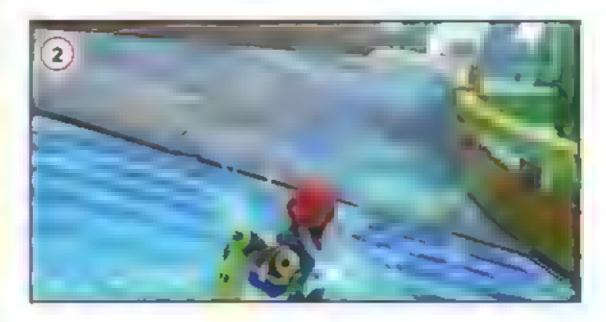


Water Hazards: A good chunk of this course takes place underwater, which will significantly change how your vehicle drives.

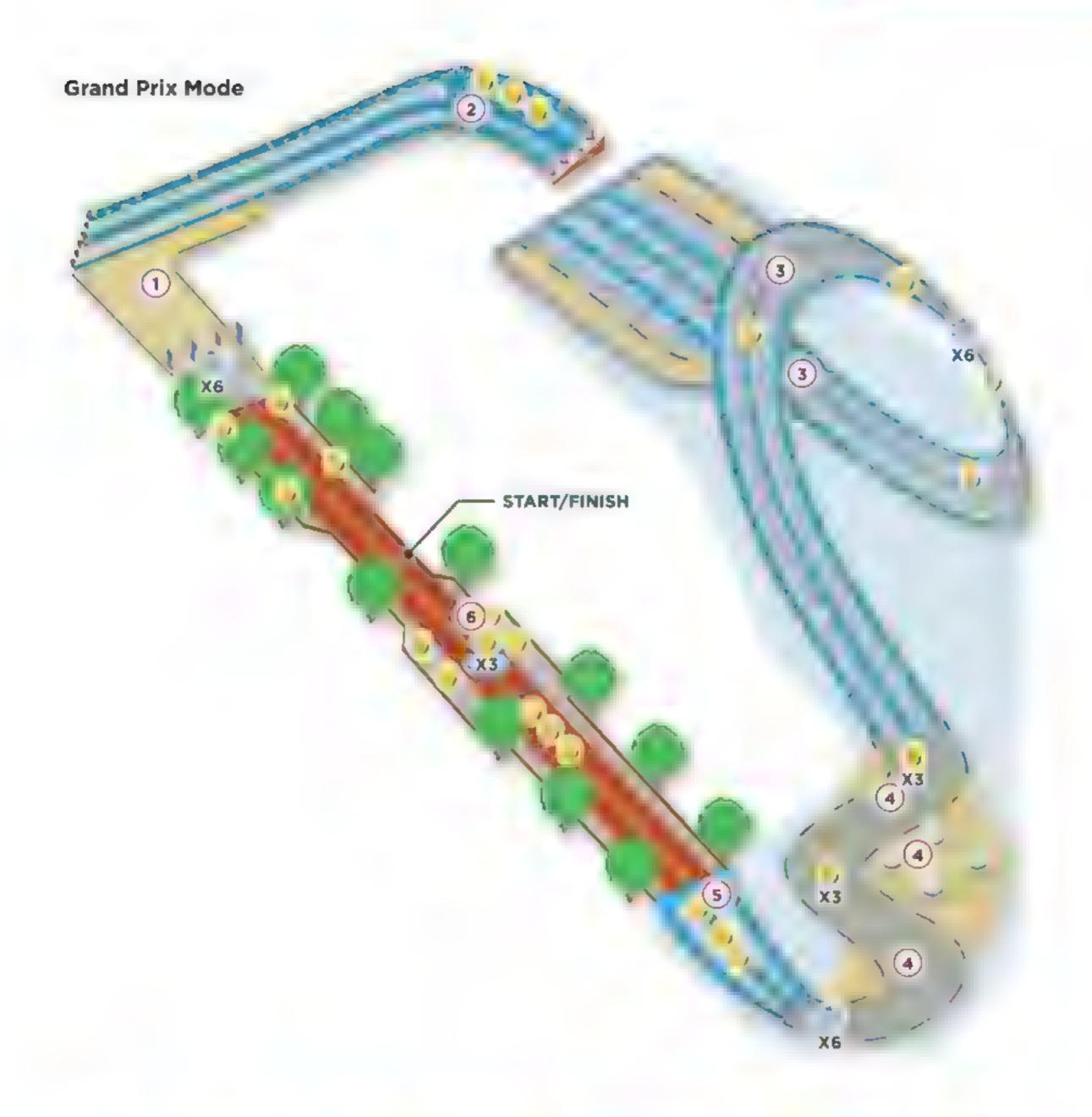
Grand Prix



Just after the start line, you pass through one of three entrances under the Sub Coaster sign into a hard right turn. You can cut this turn significantly on the right side and line yourself up for the upcoming twin ramps



The two ramps after the first right lead directly to an antigravity section of track. Be sure to Jump Boost off the ramp you choose for some extra speed going into the water.







The Sub Coaster can be encountered on almost any section of the antigravity track. If you brush past the front of the coaster, you can gain some speed from the Spin Boost pillars. Other coasters can traverse this section of the course, so keep an eye out for them.







The Marine Coaster track ends as it dips back into the water, straight into an S-curve that passes by an Aqua Cup ride. With a Mushroom, you can cut through the Aqua Cup area to avoid having to navigate the S-curve yourself





The home stretch starts with a launch ramp that will deploy your glider Guide yourself underneath the Ferris wheel to finish the lap, taking care to avoid the ticket booth just beyond it. It's possible to land on top of the ticket booth, but beware of other racers setting Bananas there!

Time Trial



As soon as you start the Time Trial, collect one of the two Coins on either side of the track in front of the start line. Collect the other set during Lap 2.



Turn 1 can and should be cut extremely tight—the course is designed for it!

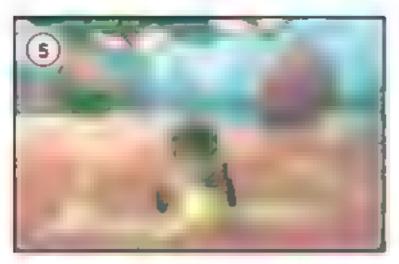
The split ramp jump into the water has three Coins on the upper ramp, so for Lap 1 you should take that path, For the following laps, keep to the inside racing line Don't forget to Jump Boost off the ramps!







This long antigravity curve is a good spot to use a Mushroom and fire off a Super Mini-Turbo or an Ultra Mini-Turbo.





Another chance to use one of your Mushrooms is when you re-enter the water near the Aqua Cup ride. You can cut across the spinning platform to the left of the S-curve. but you miss out on some Coins in the

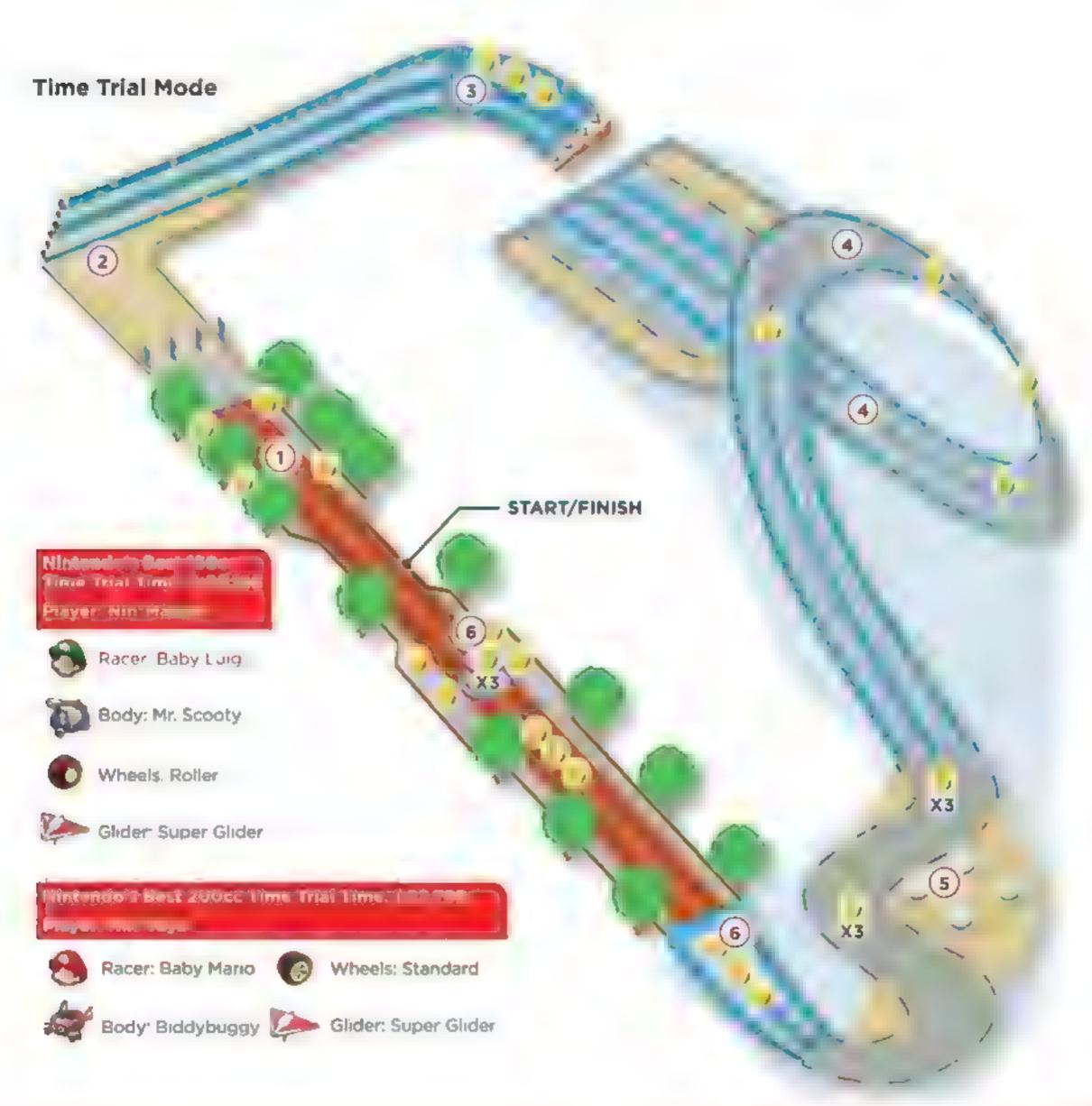
ance to use a of your shrooms when you enter the ter near Aqua Cup e. You can a across a spinning



The glide ramp that launches you toward the Ferris wheel is a critical point of the lap. If you have enough speed and are property lined up, you'll be able to land on top of the ticket booth beyond the Ferris wheel

process If you take this shortcut, start drifting right as you cross the ride to align yourself for the glide ramp.

Jump Boost off the edge of the booth for the final push to the finish line.



Sweet Sweet Canyon



A step up in challenge even over Water Park, this canyon is a sugary, high-speed course featuring a massive jump that connects both halves. Numerous sharp hairpin turns await during the latter half. Sweet Sweet Canyon will teach you the importance of proper drifting and the use of Mini-Turbos if you want to score a first-place finish.

CAUTION: ROADSIDE UNASSISTANCE



Arguably Delicious Frosting: Going off-road here is sweeter but not any faster than the dirt found outside of normal tracks. Much of the course is lined with frosting near the retaining walls.



The Long Jump: Early on in a lap you cross a massive chasm via glider Racers are vulnerable to Lightning Bolts. Red Shees, and Spiny Shells while crossing this gap.



No Walls: Port ons of the course have no retaining walls. Mind your drifts in these situations!



Piranha Plants: The final set of curves are guarded by massive Piranha Plants, which will try to bite at any racer who gets too close

Grand Prix



The first turns of the course take you into the tunnel that will eventually launch you across the chasm to the main part of the course

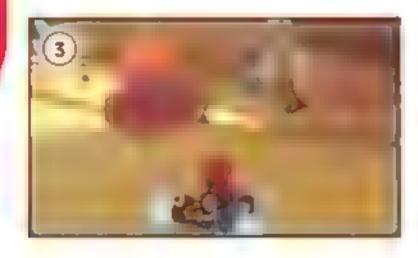


The chasm flight goes quickly and you don't have to worry about steering around obstacles. Your biggest threat will be other racers, particularly those with a Lightning Bolt or Spiny Shell, Getting hit by items here will send you into the waters below, and can send you back to the launch ramp!



THE TRACKS-MUSHROOM CUP

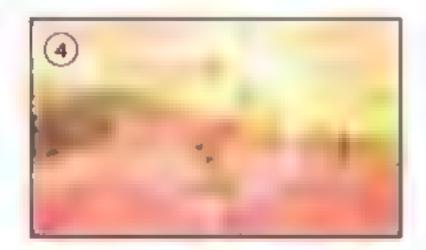




The ice cream cones on the track here are harmless. You can easily bowl them over with no problems.

Concentrate more on collecting the Coins lining the road here

The antigravity section of the canyon offers you two routes, left and right You can Jump Boost off

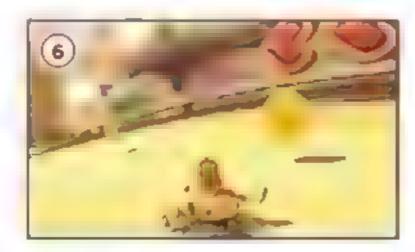


the antigravity panels for some extra speed before starting these winding sections. They are essentially mirrors of each other, so there isn't necessarily a best path to take



Both of the antigravity track sections consist of three alternating sharp turns, the second of which you can cut across the frosting with a Mushroom if you wish. However, you may want to save your Mushroom for another, superior shortcut

Jump Boost off the ramps at the end of the spot track section, then get ready to avoid the Piranha Plants flanking the road. The S-curves here are easy to drift wide on if you're careless, right into range of a Piranha Plant¹





The most important shortcut of the track is just beyond the second Piranha Plant. marked by a donut arch If you have a Mushroom, shoot through the donut. then make a sharp left and Jump Boost





off the ramp to power across the finish line. Computer racers will try to use this shortcut often, so if you're not able to take it, try to set Bananas on the approach to it to trip them up



The last turn, if you can't take the shortcut, is the sharpest on the track, and can be tougher for

the walls. Start your drift early to hug the inside line.

Time Trial



Turns 1 and
2 are critical
to your Time
Trial MiniTurbo drift
through Turn
1, and go for
the Super

Mini-Turbo drift on Turn 2. If you are aligned right, you can snag two of the four Coins before you reach the glide ramp



After landing from the long jump, the massive curve follow-up has four Coins to collect However.

It is faster to hug the wall to the right and go for Mini-Turbos. It is possible to do a standard Mini-Turbo before trying for the Super Mini-Turbo before you get to the track split. It is also possible to do one Ultra Mini-Turbo here instead of two separate Mini-Turbos.



The split
routes
through and
over the
water are
functionally
the same. The
right path

tends to the you up better for the section beyond, but there is no best choice. Each route features three Coins to collect. If you reach this section on Lap 2 without ten Coins, remember to take the path that you missed to collect the Coins there.



This is where things get exciting. As you leave the split track, collect some. Coins while avoiding the Piranha Plants on the side of the road. Your goal here is to line up for the donut shortcut on the off-road section of the track.

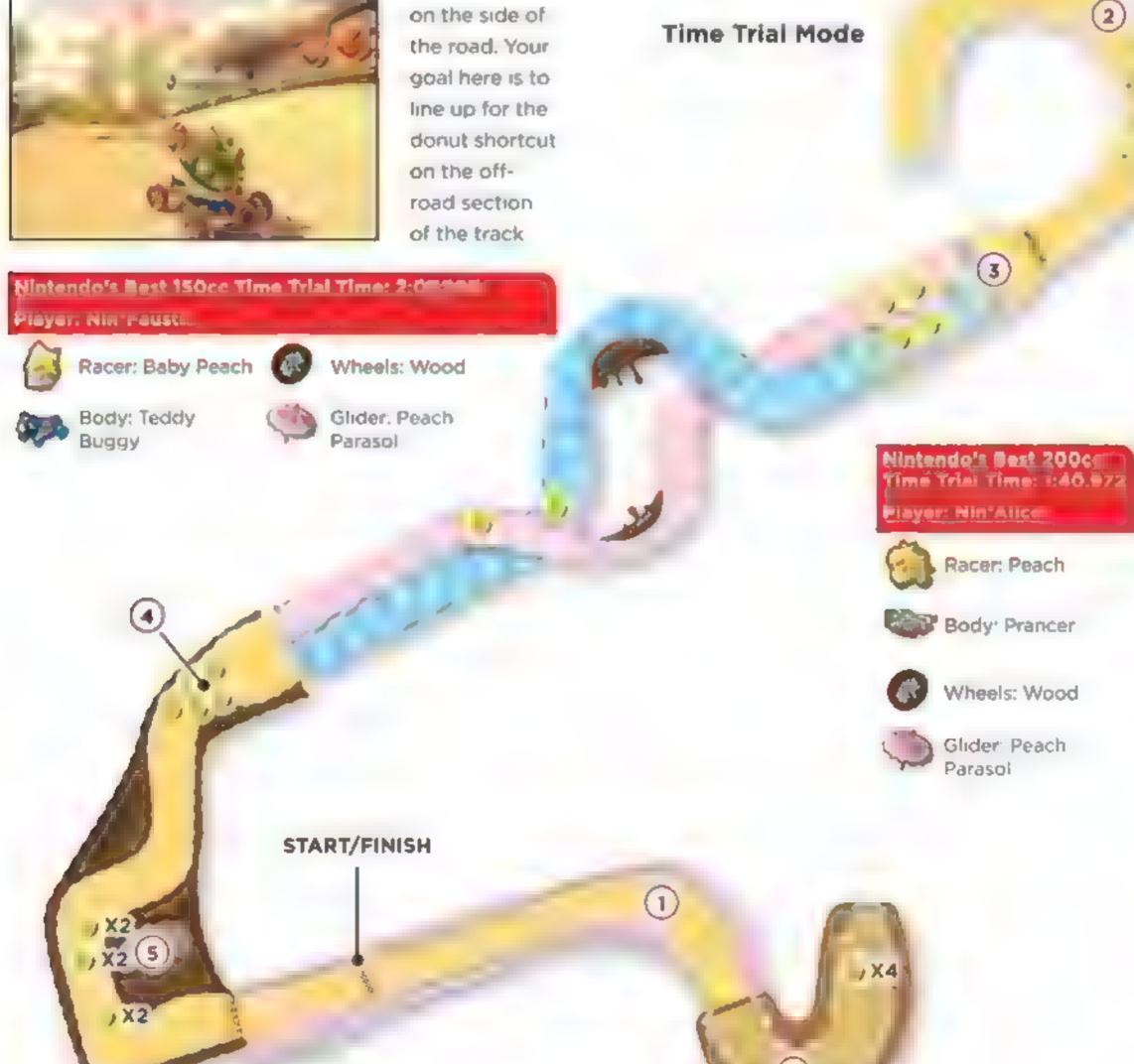




The shortcut requires you to use a Mushroom to boost through the donut hole. The reat trick here is that as you're boost ng through the donut you need to already be drifting to the left, otherwise

you'll be unable to correct your course in time and will likely hit the far wall. The Mini-Turbo off the drift should straighten you back out for the final stretch.

Don't forget to Jump Boost off that last ramp!





Thwomp Ruins



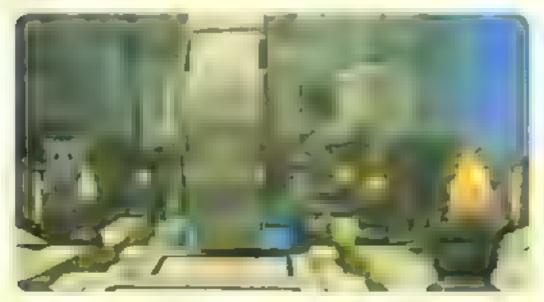
A fast course that favors aggressive risk taking, the Thwomp Ruins are a perfect finale to the Mushroom Cup Featuring multiple routes to follow across many sections of the whole course, skilled racers are afforded many different ways to overtake their opponents with more than just items

CAUTION: ROADSIDE UNASSISTANCE



Thwomps: Big, blocky, and more than happy to crush you or otherwise impede your progress.

Thwomps are scattered throughout the aptly named ruins



Rollers: The rollers don't make their appearance until Lap 2, and only on a very specific stretch of the course. It's possible to outrun them, or drive around them as necessary. Rollers can help open a path that can cut past parts of the track for a more direct route, so they are not all bad news

Grand Prix





The first turn just beyond the start line can be bypassed with a Mushroom. Aim for the stone ramp on the grassy field on the inside of Turn 1. Be careful for Bananas that computer drivers might try to use to block the approach to the ramp.





The cave you enter after Turn 2 at first seems rather barren. On Lap 2, rollers will start barreling through the center of the road on the ground. You can either stick to this main road or use the antigravity panels on

the wall to the right to ride on the walls. It's faster to stay on the ground and hug the inside of the turn with drifts and Mini-Turbos, but the wall is good for collecting Coins.





Exiting the cave gives players many optional paths to race through. You can either stick to the middle and dive into the water (4), take the roads on the side (5), or ride the walls on the side roads

Make sure to take advantage of any ramps and Jump Boost to keep up your speed









On Lap 2, the rollers can knock down a wall at the center of the split in the road, where the small lake begins Behind it is a glide ramp that can send you gliding over the water on a more direct path to

the next cave. Just mind the Thwomp protecting the central island!





If you took the central route over and through the water, the stairs leading up from the depths can be Jump Boosted, which is a good way to speed into the second cave. You can also Jump Boost off the antigravity panel inside the cave itself



Multiple Thwomps guard the stony S-curve just beyond the second cave. It's safest to favor the inside racing line to avoid the Thwomps.



Staying on the inside line can also set you up for a risky shortcut over a narrow stone ramp. One false move will send you into the abyss and likely cost you a place or two. Be especially careful around heavier racers. They can push you off easily if you're going in side by side

The ramp,
and the glide
ramp it drops
you next to,
can be Jump
Boosted. If
you choose
not to take



this shortcut, be mindful of racers that do when you are taking the final turn, and be ready to use any items you have to ambush them if they land ahead of you



The final stretch consists primarily of gliding over a chasm and down a hill toward the

Jump Boost off of one final ramp. If you time it right and land right on the ramp, and then jump just as you touch down, you'll gain the speed boost and maintain the glider flight

Time Trial

This is one of the most demanding Time Trials of all the Mushroom Cup courses, and arguably one of the most intense in the whole game

From the moment you start (with a perfect Rocket Start of course), begin drifting left, while



trying to keep traveling straight down the track



The challenge here is to drift until you're aligned with the ramp on the grass to the left (2). You should be able to Mini-Turbo off this drift, idea, y you are aimed perfectly straight at the ramp



Boost with a Mushroom across the grass avoiding the ramp and aiming to collect some Coins on the track beyond it. Make sure you don't hit the wall on the left side of the track.



THE TRACKS-MUSHROOM CUP



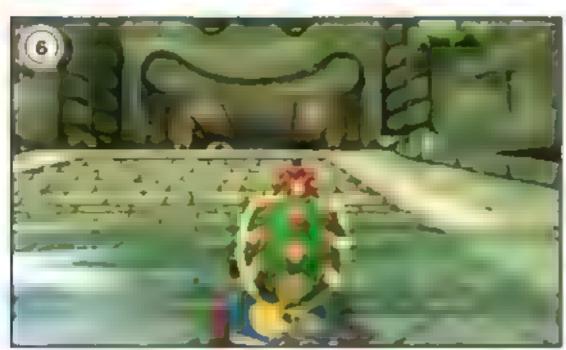




Next, avoid going onto the wall on the right, and drift and Mini-Turbo on the ground level, hugging the wall as best you can, As you exit the turn, dive into the water at the center of the course to collect two of

the Coins there. On later laps, the glide ramp over the water in the center of the next area will be opened by stone rokers, and will be a straighter, faster route





The underwater section of the course is actually faster than the wall rides on either side of the track. You can snag two Coins on either side of the central platform and score a Jump Boost as you hit the edge of the stairs while exiting the water

Drift through
this cave,
hugging the
turn as close
to the wall as
possible. You
can make up
for passing
these Coins later.







The next few turns can and should be drifted and Mini-Turboed through as tight to the inside as possible, while avoiding the Thwomps. Your entire goal in this section is to set yourself up to use another shortcut



Take this stone ramp as opposed to taking the much wider route to the right of it. Jump Boost off the ramp, which should carry you to the glide ramp on the main track



You can get one last burst of speed by Jump Boosting off one of the ramps on the hill facing the finish line. Time your landing and jump off the ramp right—you'll be able to glide farther.

SHELL CUP

Wii Moo Moo Meadows



Mod Mod Meadows has seen subtle changes from its debut in Mario Kart Wir. Most noticeably the local Mod Mod population has increased, which makes racing through the gentle curves and hills of the meadows more of a challenge. This is a short race course, with large open spaces for drivers to maneuver through

CAUTION: ROADSIDE UNASSISTANCE



Moo Moos: These herbivores lazily wander near and onto the racetrack, forcing players to get creative to avoid running into them. Moo Moos can stop even the heaviest racers in their tracks, and are large enough to easily mess with your ideal racing line.



Monty Moles: These little guys burrow through the ground, occasionally leaping into the air to try and surprise you it's possible to score Jump Boosts off of the molehill trails they leave behind while they are digging through the ground.

Grand Prix

The opening left turn should give you an idea what to expect through each lap; wide-open spaces on the track itself, which makes using any non-homing weapons on your rivals more difficult

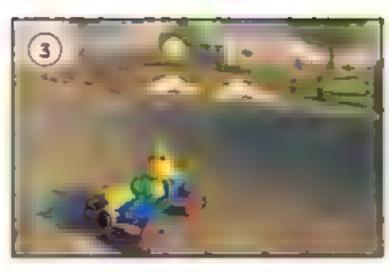


THE TRACKS—SHELL CUP





Things get a bit more interesting when you reach the field inhabited by Moo Moos. Their constant wandering makes trips through this section different with every lap, as they start crossing onto the main track over the course of the race! The winding S-curves through this field can be cut down significantly with proper Mushroom boosts across the grassy hills





Jump Boost off this ramp for extra speed, and get ready to choose your path on the upcoming left turn.

You can choose to follow a route that earns you more Coins eventually taking to the sky with

a glide ramp. The lower, faster path denies you the ability to fly over some of the bumpier terrain in the section that follows







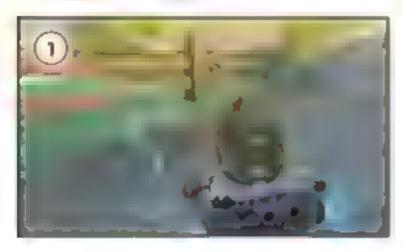
Flying from the glide ramp gives you a chance to bypass the hilly final section of the track,

avoiding pesky Monty Moles in the process. You can extend your flight by landing on another dash panel ramp at the center of the hilly mole field



if you choose to not take the glide ramp into the air, make sure you Jump Boost off the dash panel ramp and any molehills in your direct path, but otherwise focus on avoiding patches of grass on the hill. There are many Coins scattered throughout this field, but it's not worth sacrificing speed or first place to go out of your way to collect them

Time Trial



in general,
you want to
take the turns
as close to
the inside as
possible to
squeeze as
much time off

your laps as you can. However, in your first lap you need to reach ten Coins quickly. Taking the outside line to snag three Coins just before reaching the Moo Moo field might be worth it.



The Moo Moo field has at least two good points to use a Mushroom on. The first is over a patch of grass on the right-hand side of the course just as you get past the first set of Coins to collect. Through all three laps in the Time Trial, this is a consistently safe route to avoid Moo Moos while maintaining good speed.



You can cut another section of the course by using a Mushroom to blast across the grass to the left of a second group of five Coins. Moo Moos tend to complicate this crossing during all three laps, and misjudging your Mushroom boost might have you lose speed in the grass if it wears out before you reach the track again



You can Jump Boost off the ramp for Coins if you need them, but it's best to avoid it if you don't.

THE TRACKS—SHELL CUP







It's arguably faster to take the inside of this turn and avoid using the glide ramp entirely. However, with the right angle and timing, you can Jump Boost off the glide ramp. land and Jump Boost

Cut this final left turn as much to the inside as you can. Swinging out too wide can cost you precious seconds



Time Trial Mode



GBA Mario Circuit



Despite the addition of antigravity panels and having an entire portion of the course lift into the sky, this returning iteration of Mario Circuit is still a fairly traditional course. Emphasizing the basics of Mario Kart racing the various turns of Mario Circuit reward the racer willing to cut corners tighter than the rest

CAUTION: ROADSIDE UNASSISTANCE



Oll Slicks: Oil has spilled onto portions of this course, and will cause any racer that drives over it to lose control! These hazards start the race marked by road cones, so keep your eyes open

Grand Prix



The opening two turns can be cut heavily by boosting across the grass with a Mushroom You won't

have this at the start of Lap 1 in a race, but if you do get a Mushroom, consider holding on to it specifically to cut the first turn. It'll put you on a line to collect some Coins on your way to an antigravity panel



Just past the antigravity panel on the mid-air portion of the course is a sharp hairpin left. Keep to the inside to hit a dash panel on your way back downhill. The dash panel itself is a great location to set Bananas or to shoot Green Shells at pursuing racers who are trailing you while trying to reach the dash panel themselves!



A hairpin right comes just after returning to the ground level of the course. This turn, and the turn after it,

are ripe for being cut with the use of Mushrooms to blast across the grass. However, the second of these turns is where such a tactic will be of greater use

THE TRACKS—SHELL CUP

Off the road to the right of another cluster of Item Boxes is a glide ramp that can launch you across a good chunk of the course You do need a Mushroom to access it. as the rough grass in front





of the ramp will slow you down otherwise



Watch out
for the oil
slicks marked
by road
cones in this
section. Short
of having a
Super Star to



After the final left turn leading to the final straightaway, check the right side of the track to see the entrance to a small pit area that contains an Item Box and a dash panel. With some clever drifting, you can score a Mini-Turbo before you hit the dash panel to cross the finish line. Consider dropping Bananas here to trip up your rivals

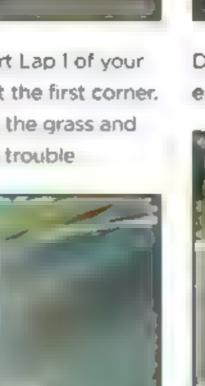


Time Trial

2



Arguably, it might be a good idea to start Lap 1 of your Time Trial by burning a Mushroom to cut the first corner. With the right angle, you'll speed across the grass and be lined up to snag some Coins for your trouble



After getting launched up to the raised portion of the track, the hairpin has five more Coins—two on the inside line and three on the outside. For Lap 1, it may not be a bad idea to take the turn wide to collect the outer three Coins. If you cut the turn early enough after collecting the three, you can still get back to the left side of the track in time to hit the small dash panel



Don't miss collecting one of the three Coins at the end of this dash panel ramp







THE TRACKS-SHELL CUP



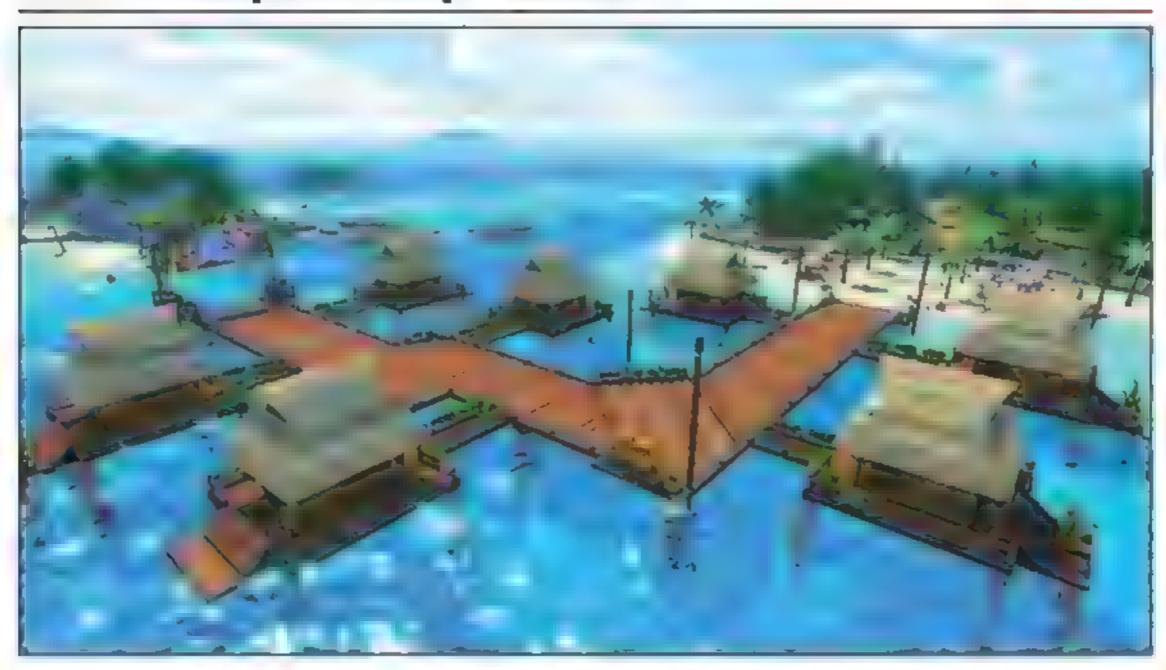
Watch the oil sticks on the road, and collect Coins if you still need your ten. Take the most direct route through the curves leading to the final turn, with minimal turning to avoid slowing down unnecessarily Make sure you grab the Coins here if you still need them! As you reach the second oil slick, begin drifting to set up your approach for the final left turn



Take this last turn as tight as possible. You can also use a Mushroom to cut across the grass just to the right of the tire barrier while drifting, and Super Mini-Turbo toward the finish line



DS Cheep Cheep Beach



Cheep Cheep Beach is an even faster race course than it was when it first appeared in Mario Kart DS' With the ability to drive underwater with significantly fewer restrictions, this track has expanded in scope considerably making for some very intense races during the Grand Prix. Shrewd racers have plenty of ways to cut down their lap times to stay ahead of their rivals.

CAUTION: ROADSIDE UNASSISTANCE

Cheep Cheeps:

Lurking in the waters around this tropical andscape.
Cheep
Cheeps will occasionally



eap out of the water to try and surprise reckless, unaware drivers

Sidesteppers:

Crawling on the beaches or underwater, Sidesteppers can wander into your path and force



you to pull off some creative driving maneuvers to avoid an accident.

Grand Prix



When drifting through the dock here, watch out for sudden changes to the shape of the sides of the boardwalk



The glide
ramp launches
you over a
large stretch
of deep water
Watch out for
Cheep Cheeps
flying through

the air, and aim to land back on the beach as soon as possible to collect some more Coins

THE TRACKS—SHELL CUP





After an easy right turn, you'll race down another section of the beach, toward a dash panel ramp and a number of Item Boxes. While you can avoid using the dash panel ramp, there's not much call to do so. Hit it straight, aiming for the curving strip of sand poking out of the water





You have some options here. The waters to the left of the beach road have underwater ramps with Coins on them. The sand strip itself has plenty of Coins and a couple of ramps to Jump Boost off of, and it

can be drifted through with ease. It is narrow enough that you may be forced into the water to avoid Shells and Bananas, however





There is also a water route you can take just to the left of this red arrow telling you to make the turn. Once under the water, a Mushroom can blast you over some rough terrain—a faster choice compared to drifting around it



Sidesteppers
will be
crawling all
over this
section of the
beach and in
the waters
to the left of

it. We recommend sticking to the beach, collecting Coins and avoiding trouble with the Sidesteppers Watch out for incoming items, and don't be afraid to use the trees to block incoming Shelfs



After exiting the beach via a hard right turn, smoothly work your way through the S-curves before making

a final sharp left for the sprint to the finish! Watch out for the mud on the inside of the final turn, and take advantage of the ramps on the straightaway if you have Bananas, set them down in front of the ramps You might catch other racers with them

Time Trial



Take the first turn as tight as possible. On Lap 1, collect at least one of the Coins





The flight across the water should not be dragged out more than necessary Hit the beach ASAP and collect a Coin as you roll on through Drift through the following turn as close to the rocks on

the right as you can, making sure to pull off a Super Mini-Turbo before you take the next dash panel ramp across the water



The big shortcut that was optiona during the Grand Prix is essential here Go into the water just to the left of the red arrow sign, collecting a Coin in the process Under the water, use a



Mushroom to cross the dark patch of terrain, making sure that you don't fall into the chasm to the right of it Ignore the Coins you see to the left!



As you exit the water, avoid any Sidesteppers that wander into your path, and aim to take the route between the pictured tree and the wall to the right to collect the Coin there. From here, you can either stick to the beach and collect a few Coins there, or you can drive through the shallow water for a more direct route toward the final portion of the course

THE TRACKS—SHELL CUP



Another Coin can be found close to the exit of the beach, between another tree and the retaining wall on the right.



Nintendo's Best 200cc Time Trial

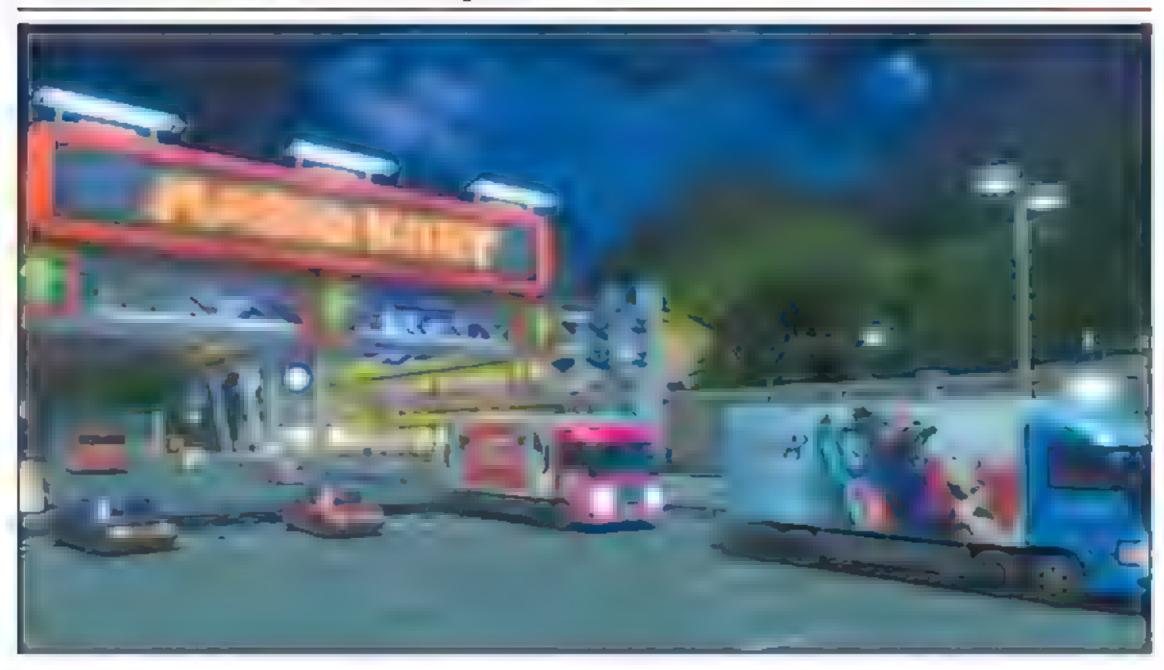
The run toward the final left turn has three more Coins you can collect Afterward

if you're still not at ten Coins in Lap I, you have two more Coins you can collect as you Jump Boost from the ramps on the final straightaway. If you have ten Coins, avoid these ramps altogether

Time Trial Mode



N64 Toad's Turnpike



Looking at the map, Toad's Turnpike doesn't seem like a very tough course to drive through. However, this multi-lane freeway is filled with all manner of vehicles, large and small and its drivers don't exactly believe that the racers have the right of way.

CAUTION: ROADSIDE UNASSISTANCE

Traffic:

of small
passenger
cars, taxis
moving vans,
and semis
the constant
threat of
traffic means
that every
ap on Toad's
Turnpike rarely
plays the same
during the
Grand Prix





it's not at bad news. Some cars have surfboards you can Jump Boost from, and some of the larger trucks have dash panels and glide ramps you can take flight from to fly over other large vehicles. The other big advantage here is that traffic follows a set pattern between laps. If you're going fast enough generally you will have a good idea where certain vehicles will be on certain laps, and you can plan your routes accordingly!

Grand Prix





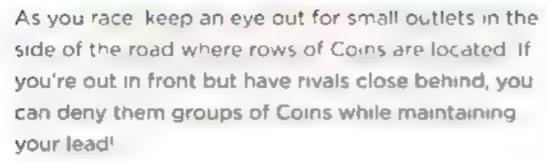
There are
two sections
on Toad's
Turnpike
where you
can ride the
wails and use
dash panels

The big danger with these walls, besides items from rival racers, is jumping off them back onto the track Occasionally, traffic might be in your way, and a crash can be very inconvenient to deal with!

THE TRACKS-SHELL CUP

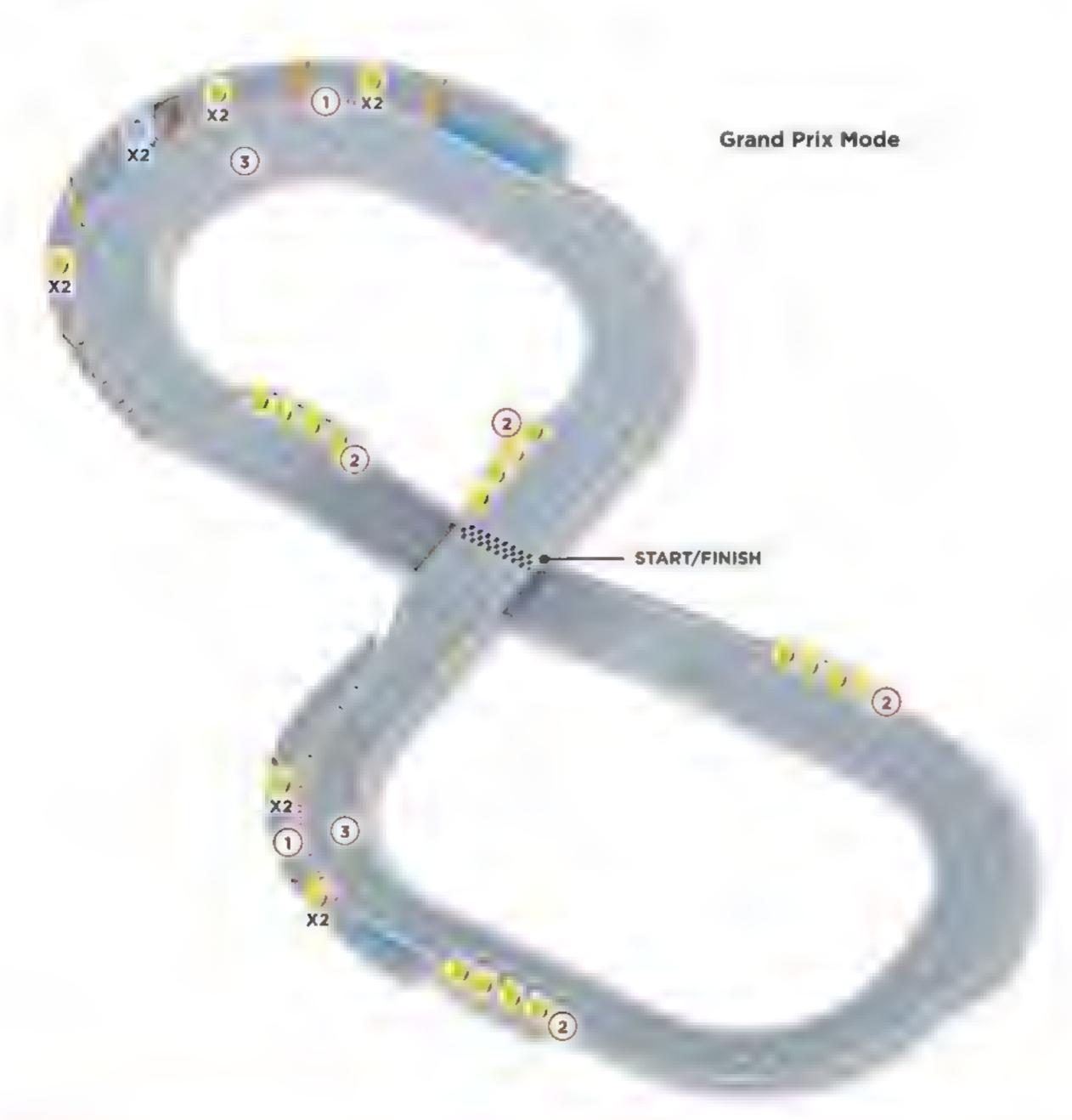








Item boxes on the road move with traffic which can make getting equipped with something to attack and defend with difficult at times.





Watch for opportunities as you race to use dash panel ramp trucks to start gliding through the air It's possible

to land on top of some cargo trucks and Jump Boost off the ramps at the front of the cargo containers. Just make sure you don't go flying into other vehicles, or off the track itself!



Occasionally,
you'll
encounter
smaller
vehicles with
surfboards
you can Jump
Boost off of

As with the larger ramp trucks, watch where you're jumping to avoid an accident!



Depending on your Coin situation and your position in the race rather than riding the walls when

you can, you might want to stick to the ground to drift and Mini-Turbo as much as possible on the very inside lane of the course. This is technically faster, but can be very dangerous when traffic is factored in. Even the heaviest racers can pull this off with practice!

Time Trial



You'll pass up some Coins on the left side of the track just as you start. Pass them up initially, and head straight for the first big turn. You can collect these later if you need them



The speed
of riding
the walls is
deceptive!
You'll actually
save time by
drifting and
Mini-Turboing

on the inside of every turn on this course. This means you'll have to squeeze between vehicles and the retaining wall, but it's worth it'



As you exit
the first big
turn, stay on
the left side
of the track
to co lect four
more Coins
Then begin

switching lanes to the right while maneuvering around traffic and avoiding turning so violently that you lose your forward momentum. The transition to the right side of the course should be smooth



Watch for Coins as you're making your way to the right side of the course on this long straightaway

This is also a good place to use Mushrooms for that extra burst of speed



You might be tempted by the Coins on the left side of the track as you head into the final turns. Ignore

them and stick to the inside line. You can make up for missing the Coins by collecting the ones just past the start line



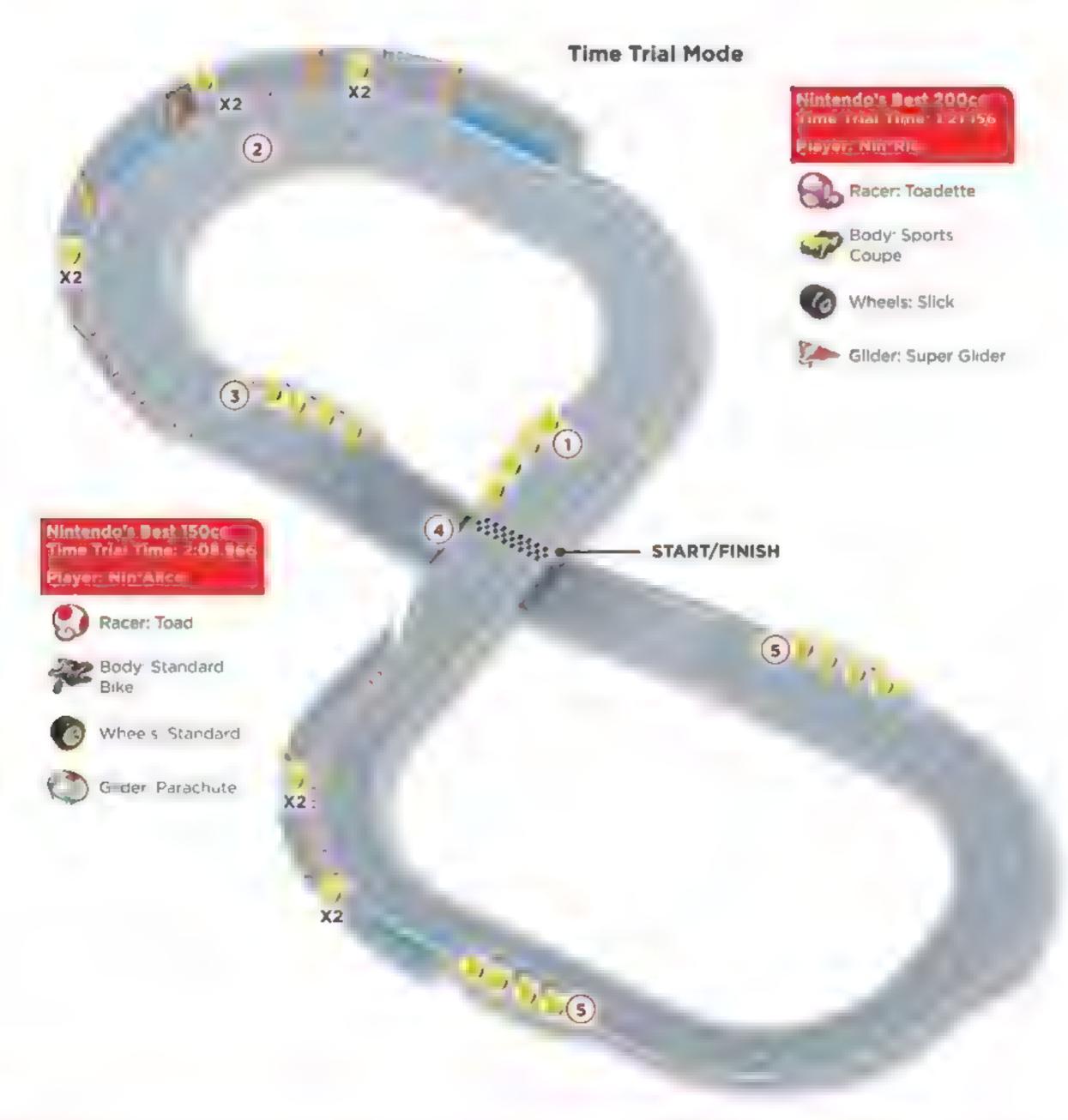
Every turn
should be
taken as
tight to the
inside wall
as possible
Ideality, you'll
be drifting and

Mini-Turboing during this, Traffic will complicate things over the course of three laps, but you'll have to deal with it if you want to post fast times on this course!

Using Traffic

relation to vehicles with ramps you can use during a Time Trial. It depends entirely on how fast you're going and the position of these ramp vehicles in relation to where you are on the course. Sometimes, it might be best to just drive past ramp vehicles. Other times you might find yourself in a position to exploit the glide ramps and multiple Jump Boosts. With practice you'll be able to squeeze more seconds off every lap with a combination of precise drifting and smart use of Jump Boosts off ramps.





FLOWER CUP



Mario Circuit



After a vicious race through the Thwomp Ruins, Mario Circuit is a bit more straightforward. However, Goombas infest the track at multiple locations. This gray ty defying course twists in the sky over the land far below, so keep your eyes firmly on the road so you don't get distracted by the scenery!

CAUTION: ROADSIDE UNASSISTANCE



Goombas: The classic Mario villains return, scattered across the track on foot and even in tall stacks! Touching one will cause you to spin out, but they can be easily avoided with some smart driving or by using items

Piranha Plants:
Pipes litter the
sides of certain
parts of the
course, and
Piranha Plants
infest them Be
mindful just how



close you are to them when drifting. If you don't see the plants, it's safe to be near the pipes.

Grand Prix





Turn 1 is a hairpin left, leading you straight into your first group of Goombas! During the

early parts of the race, the battle for position among computer drivers can be very intense here, due to all the drivers being slowed down by the Goombas. Heavier racers have the advantage here

THE TRACKS-FLOWER CUP





The twisting bridge has Coins running down the center. If you're out in front, collect them to deny your rivals their speed bonus



Just beyond the bridge is another hairpin left, You can cut across the grass on the inside with a Mushroom, but make sure you still give the pipes a wide enough berth if you see Piranha Plants inside them







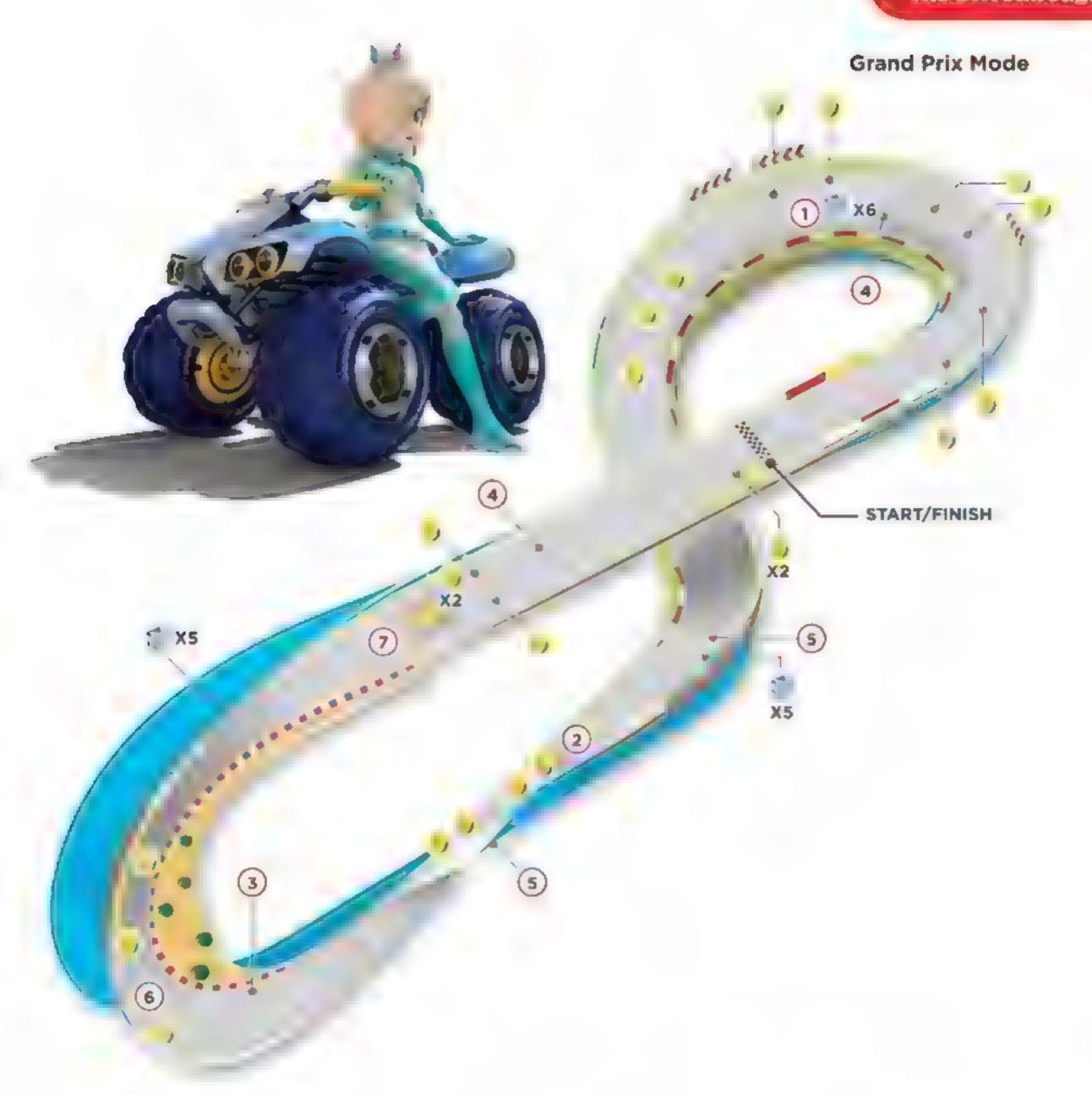
In addition to providing a stomach-twisting view of the track above you, the straightaway here has three ramps to Jump Boost off of. A long right turn follows right after the last ramp, with Coins running down the center of the track (5). The turn snaps back to the left and over another bridge, where the world thankfully starts to feel right-side-up again



The final turn is a hard right, with Coins on the outside of the track, while the inside is potentially protected by more Piranha Plants in pipes



The final stretch is a straightaway that would be a clean break to the finish if not for the Goomba Towers scattered on the road. If you take the glide ramp at the center of the final stretch, you can fly over much of the danger, and even bounce off the head of an unlucky Goomba



Time Trial





It might be tempting to take this first turn wide initially to collect the Coins, but you can make up your Coin count later! Stick to the inside of the turn. If your tires are dragging across the red-and-white markers, you won't lose speed, and you'll be cutting the corners almost as tightly as possible!

THE TRACKS—FLOWER CUP





Goombas are still a problem in this Time Trial. Avoid them while lining up for Turn 2 onto the bridge



Collect the four Coins on your way across the bridge during Lap 1, and start preparing to drift along the red-and-white markings on the inside of the upcoming long left turn





Drifting
through
Turn 3 is
complicated
by the Piranha
Plant that will
pop up from
one of the

pipes on the side of the track. You can still take this turn pretty tight. Just be sure to adjust your position as you close in on the plant to avoid getting bitten



The three ramps on this twisting straightaway can be Jump Boosted for extra speed. The first two



have one Coin apiece, while the last ramp has two. On Laps 2 and 3, it's best to skip these jumps entirely





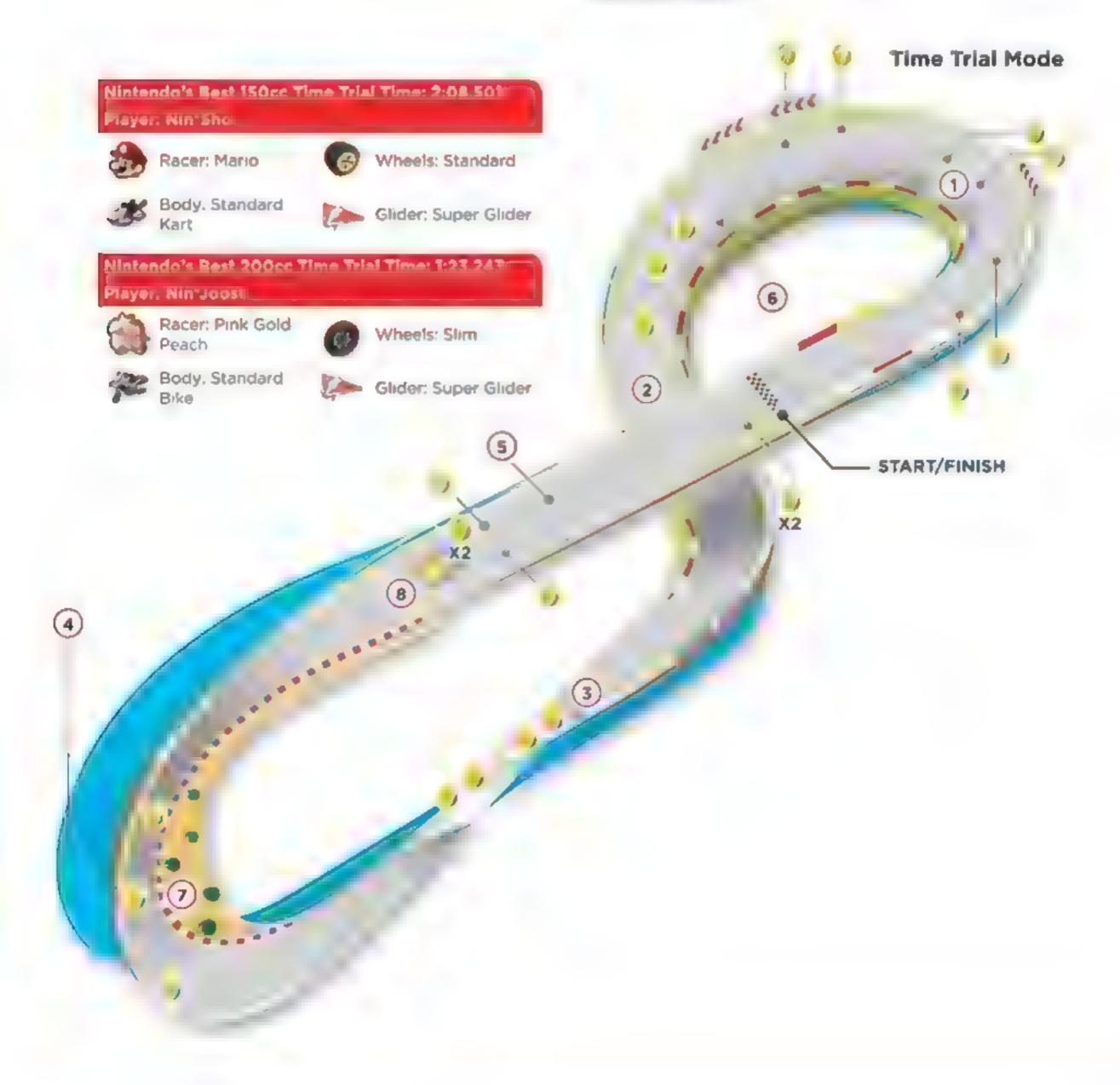
After getting past the ramps, you have a long "uphili" S-curve leading toward the bridge. While you should still try to drift and Mini-Turbo, you should also make sure to collect the Coins here to make up for those you've passed up



After crossing the bridge you if see to your right another patch of sand filled with pipes for a Piranha Plant to strike from. Use a Mushroom to boost through this pipe forest making sure to avoid the glide ramp at the center of the track.



Remember, hitting the gilde ramp after using a Mushroom to boost through the sand is actually slower than just driving on the ground toward the finish inetif you do hit it get on the ground as quickly as possible, making sure to evade the Goomba Towers



Toad Harbor



A statue of Princess Peach looks over the busting Toad Harbor as racers tear through the docks, markets, and side streets as they jockey for first place. Racers can choose from multiple paths throughout the harbor, which can make things complicated as racers start spewing items all over the course to stop each other?

CAUTION: ROADSIDE UNASSISTANCE



Trolleys:

Throughout
the last third of
the course are
multiple trolleys.
Nothing short of
ramming them
with an active

Super Star can get them out of your way!

Immediately
after the first
turn you have
a choice of
taking the
bridge on
the right, or
using the dash

panel ramp to the left of the bridge to jump to a boat and then to the other side of the dock. The latter is faster, but if you're not correctly aligned, you'll fal into the water and lose precious time.

Grand Prix



Turn 1 can be cut across by using a Mushroom to blast over the grass and through a set of cargo crates.



TIP

The dash panel ramps here can be Jump Boosted. However, it is possible to overshoot the ramp on the boat if you pick up too much speed!

Just past the bridge, you drive through a market There's a lot of stuff to get stuck on, with support pillars



for the canvas rooftops being among the worst.

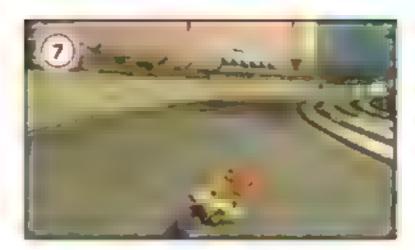


Alternatively, if you cross the water to the left of the bridge, you can use another ramp to drive onto

the canvas that covers much of the market, which will put you in a better position for the next section. Take advantage of the ramps and ramp-like terrain of the canvas by using Jump Boosts every chance you get!

The market curves to the right and the road both narrows and offers another







Reaching a set of trolley tracks, you have another decision to make stay on the inside of the lower road, or defy gravity and ride the wall on the left. The lower path is technically shorter and

lines you up on the upcoming downhill a little easier.
The wall ride can be made faster by using Jump Boosts.

THE TRACKS—FLOWER CUP



The downhill
is scattered
with multiple
small ramps
to Jump
Boost off of,
as well as
dash panels.

Complicating things will be trolleys, which move at their own pace and are not concerned with your desperate race to the finish





The bottom of the hill provides yet another spit decision. You can follow the obvious main road, taking

you can use the winding side alley on the left side of the downhill to better align a straighter shot to the finish line. The latter can be tougher on heavier, less maneuverable racers, as one miscalculation will cause you to hit the wall and lose out on any benefit from this shortcut.

The trolley tracks run behind a wall to the right of the final stretch to the finish line. It is possible to race down this narrow passage during the first two laps to cut down on time, assuming

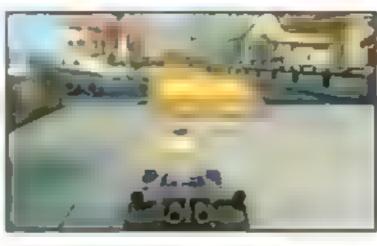




there isn't a troiley in your way.

Time Trial





After the first hard right, immediately align yourself for crossing the water to the left of the bridge by using both dash panel ramps. Try collecting at least one Coin hovering on the boat ramp, while

also aligning yourself for the wooden ramp that takes you onto the canvas shading the marketplace



Collect the two Coins on the wooden ramp, and then Jump Boost off the ramp to the right. You

want to try to hug the inside line of the market as much as possible, while avoiding things that can slow or stop you.



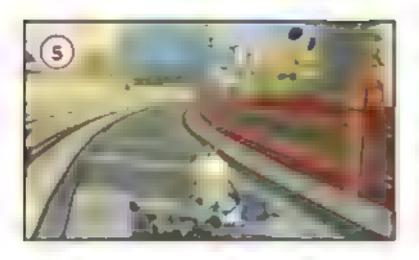
As you exit
the market,
collect
another one
of the two
Coins you see,
then aim for
the right-

hand path in the upcoming split. Drift the whole way up that curve and release a Mini-Turbo just as the track straightens to boost toward another dash panel ramp, collecting the two Coins in front of it. Try to hit the ramp more on its left side, while aiming at the upcoming alley.



This ariey
is tough to
nav gate at
speed, but
vital to do so if
you're serious
about breaking
records. Drift

through this aliey while turning to the right. With enough speed, you can score a Mini-Turbo, so if you do manage to hit the wall on the left, you can boost away and maintain some of your speed on the uphill



Do not go on the walls in this section¹ Instead, drift on the ground, hugging the walls to the

right as tightly as possible. If you're on pace, you'll have to drift to the right of at least one trolley while avoiding grazing the wall.

A second troiley in this sect on will be trailing Coins during your first lap. Drift out to collect a couple, and



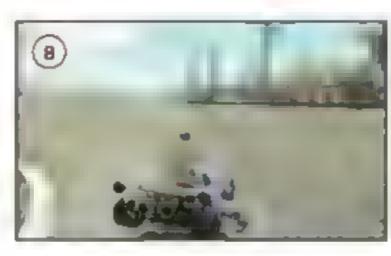
get ready for the downhill,



The downhil.

part of the
course will
have trolleys
running down
it during
every lap. On
Lap 1, you

should concentrate on driving straight down the hill, collecting Coins to try and reach ten. On future laps, use the dash panel ramps on the left side of the track to speed down the hill quickly.



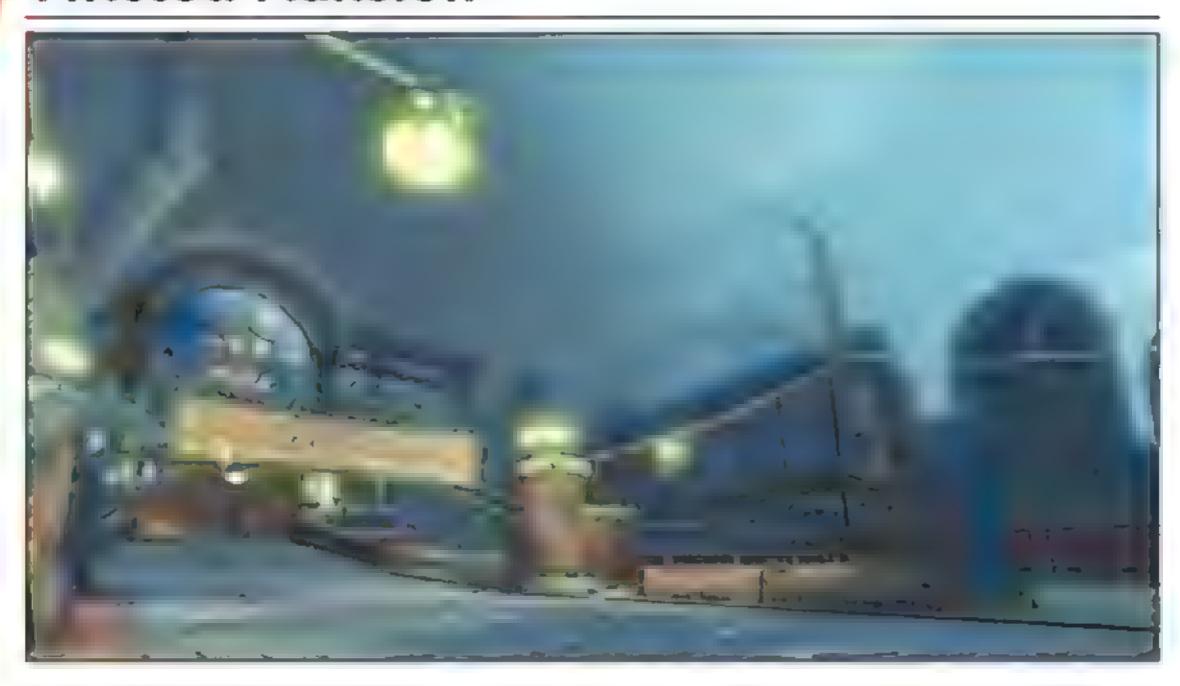
The place to use a Mushroom is at the bottom of the hill, cutting across the grass to hack away a

good chunk of track and getting that much closer to the finish line!





Twisted Mansion



This mansion is probably not one Luigi would be happy to own. Challenging both your skills as a driver and your sense of equil brium. Twisted Mansion sends racers spiraling through its depths. One of the most technical courses in the Flower Cup, you li have to anticipate turns and begin your drifts well in advance to keep up your speed around these sharp corners.

CAUTION: ROADSIDE UNASSISTANCE



Hammer Knights: The final stretch of the track is populated by statues of knights that slam their hammers onto the ground. It's easy enough to avoid them by staying close to the center of the track, but the best racing lines will take you very close to them

Grand Prix



Seconds from the starting line, the track splits in two Both paths are a set of undulating walls that

look over a dining area. We recommend the right-hand path, particularly if you've got a Mushroom to spare, as it helps you line up for a shortcut. It is possible to score a Jump Boost off each "hill" that appears on these paths. A heavy racer using this tactic can smash others into the walls as they race through the starting pack

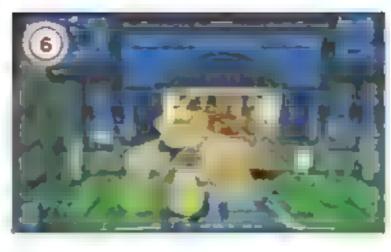


The shortcut is on the left side of the track as the two paths reconnect. It is essent ally a hairpin that cuts the corner much tighter than the main part of the course, but it requires a Mushroom if you don't want to lose speed driving this path. The actual turn is lined with Coins on the inside and outside of the track



The course shifts gravity once more as you dive into a flooded sewer system. Your vehicle's handling

will feel a bit more squirrely through the next two turns. The sharp angles here can make Green Shells extremely unpredictable for you and your competition!



As you fly
over the
fountain,
you have
to choose
between
an upper
and a lower

route. The upper path is faster, but making the hard left turns just as you enter can be tricky. This is also prime territory for Bananas, so keep an eye out during future laps.



The final stretch is a gentie curve to the right with a pair of hammer knight statues pounding



After the gauntlet of turns, the track splits in two once again. As before, there is no distinct

advantage to either path—both will take you to a series of dash panels and a jump panel that will send you gliding over a fountain surrounded by Boos (5) Formations of Coins are also scattered through

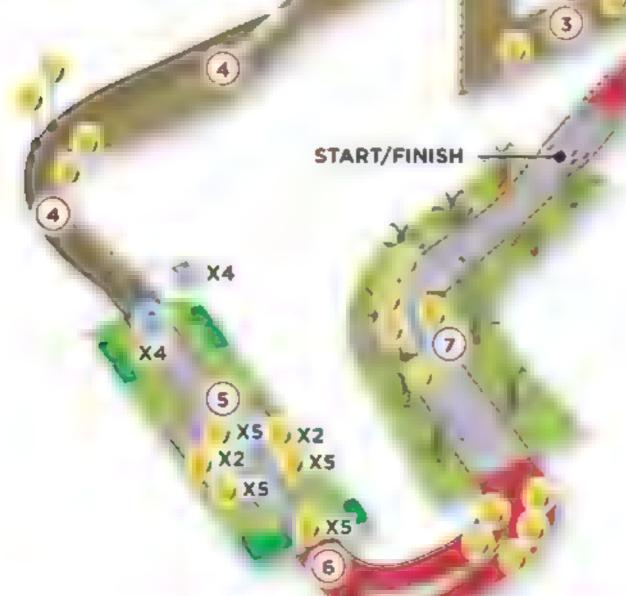
away at the track. Avoid the hammers as best you can while snagging Coins. Hammers can block Green Shelis and Red Shells, which can become a last-ditch defense if you've got no items on you

X5

X3 X3



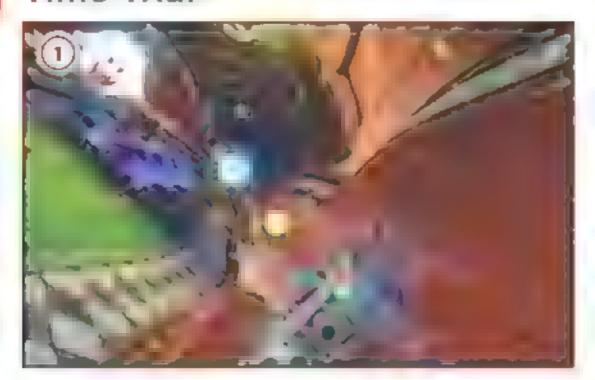
the air

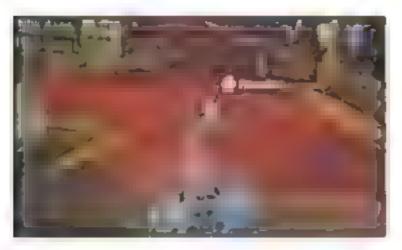






Time Trial





Take the right path just after entering the mansion, and collect both Coins you see It lines you up better for the

upcoming shortcut, as well as helps you snag some Coins on the upcoming turn. Don't forget to Jump Boost off the rolling hiles of the track here!



The shortcut here requires the Mushroom to take full advantage of it. However, on Lap 1 we recommend bypassing the shortcut so you can snag three Coins on the inside of the first hairpin turn. Future laps should take advantage of this shortcut.



Remember
your handling
underwater
is different!
Drift and MiniTurbo through
these corners,
cutting them

tight to collect Coins as you go. You can easily have eight Coins at this point.





When the track splits again, there's not a preferred route to take. Don't miss the Coins you can collect on these routes. Ideally you can get to ten Coins



When flying over the fountain, aim for the upper route on the other side if you still need Coins, you can snag more floating in the air



The upper
path requires
a tough left
turn through a
fairly cramped
space. Heavier
racers will
have more

trouble drifting through this turn, but it's completely possible to pull it off and score a Mini-Turbo in the process



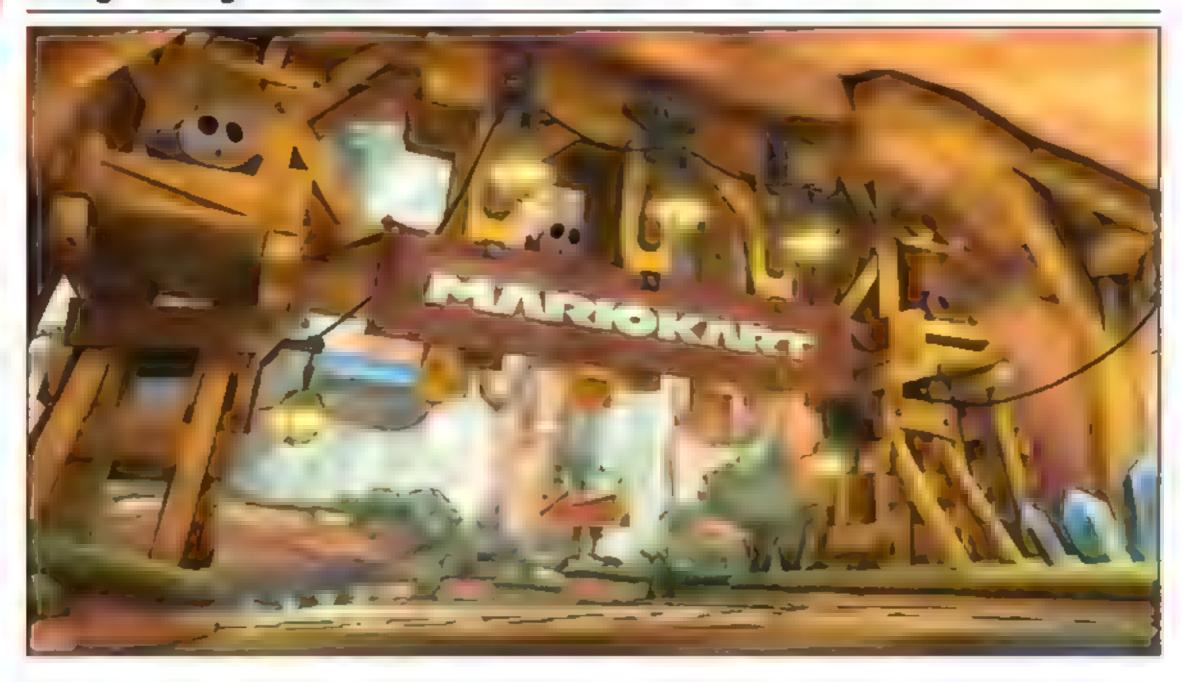


If you did not use your Mushroom on Lap 1 for the shortcut, you can use it to bypass the hammering statues by cutting across the grass on the right side of the track





Shy Guy Falls



Have you ever wanted to race up and down waterfalls located deep within a Shy Guy mountain commune? Of course you have! Shy Guy Falls provides for this very specific desire. The Flower Cup finale is no slouch, being one of the fastest tracks in the entire game. Dash panels galore fill this course, and the best racers will take full advantage of them.

CAUTION: ROADSIDE UNASSISTANCE



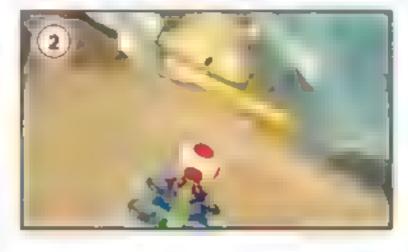
There are no special hazards on Shy Guy Falls beyond falling off the course. Of course the competition does its best to make that happen

Grand Prix



The middle of the opening S-curve is fined with Coins on the inside and outside racing lines

Hopefully, you'll start this track at or near the front of the pack so you can snag at least a few before the rest of the pack reaches them



S-curve,
you'll see a
gap across a
waterfall that
you can clear
with the dash
panel ramp.

Don't try anything too fancy—you're defying gravity at this point and a mishap can send you into the water! More Coins line the left turn just after the jump.



Jump Boost off the ramp onto the waterfa aiming specifically for one of the dash

many panels as possible, and the computer racers will definitely be doing the same! This is a good spot to wreak some havoc with Green Shells, if you've got 'em.

X3

/X3

X5



After the first waterfall, drift through the hairpin left and align yourself to go down the second

waterfall. Racers have so much speed going into this section that you'll have a lot less time to react to items.



The ramp at the bottom of the second waterfall sends you flying across a chasm toward the final

portion of the course. You have a choice at this point: aim for the lower route, or risk the trickier upper path to have a slight positional advantage.

The major shortcut of this course is very easy to miss. Just past the short split in the road, on the right side of the track, you might notice a pair of stone spires. This marks a grassy path that requires a Mushroom to propel you across a gap to cut past a much longer Turn 7 If you don't have the means to use the shortcut yourself, set Bananas near the approach to it and hope for the best.



Some time
can be made
up on the
turn next to
the shortcut
by Jump
Boosting off
the ramps



X3

After this there's just one last right turn before you sprint to the finish!





Time Trial



The opening S-curve is a gentle opener to the rest of the trial. Stick to the inside line and make sure you collect the two Coins at the second half of the S-curve





The dash
panel ramp
that launches
you over the
waterfall has a
pair of Coins
Collect these
Coins and line

up for the approach to Turn 3. If you want to snag four Coins, drift on the outside line of the turn. For later laps in the trial, stick to the inside



The ramp that sends you up the waterfall can be Jump Boosted, while the waterfall itself sends plenty of dash panels your way. Don't maneuver too much, and concentrate on hitting as many of the panels as possible to keep your speed high,



Stick to the inside of this turn that will send you plummeting back down another waterfall,



collecting two more Coins. Another Coin awaits at the bottom of this wooden path just before you land back on the water



The bottom of the waterfall has a glide ramp with even more Coins. It's possible to snag a tenth Coin here on Lap 1!



The short flight from the waterfall gives you two paths to choose from. Aim for the upper route, cutting close to the wall on the left to avoid landing in the rough grass on the right side of the cave so you can maintain speed. You can Jump Boost off another ramp for more speed—just be sure to land on the road below!



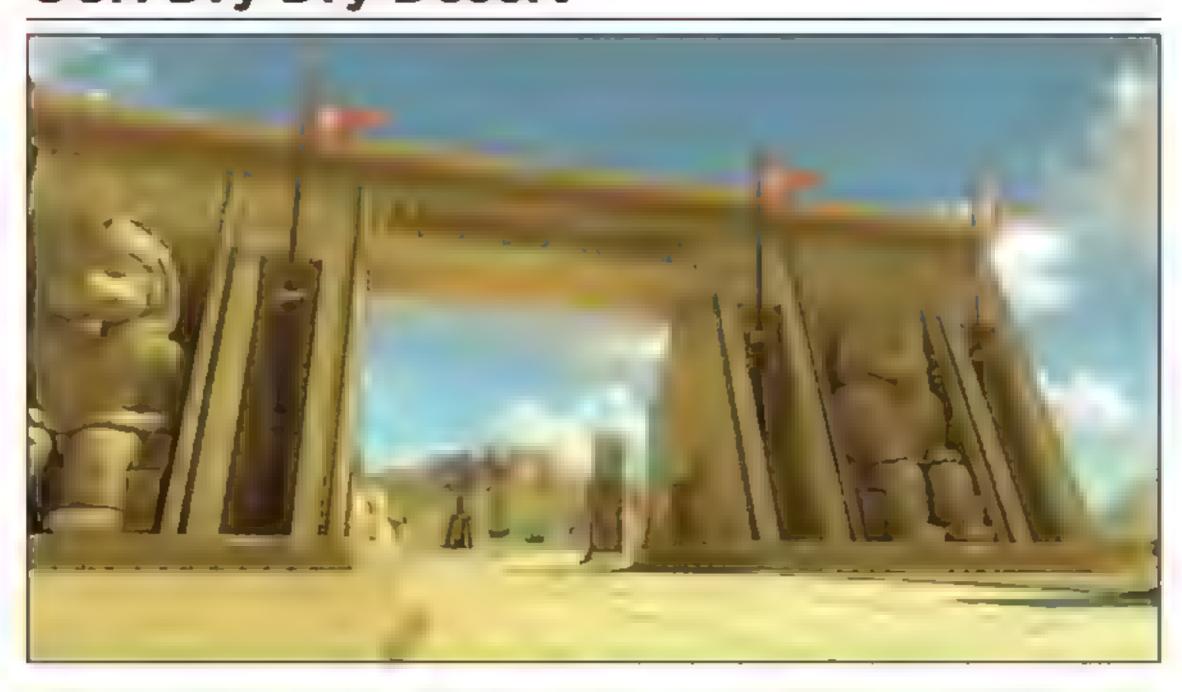




This shortcut is hard to see if you're not paying attention. Look for two stone spires on the grass to the right shortly after dropping down from the cave. Mushroom boost between them, then Jump Boost off the grass and prepare to turn sharply to the right to stay on the course If you mess up here, you'll go flying off the side of the track! Your three Mushrooms should be used exclusively for this shortcut

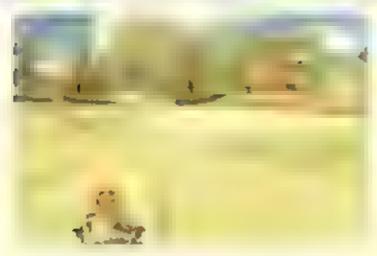


BANANA CUP GCN Dry Dry Desert



A different sort of fun in the sun-the Dry Dry Desert returns as a venue to the *Mario Kart* circuit. Some players may remember devastating whirly nds that once populated the course during races, but you'll find that the air is much calmer this time around, and the desert is also wetter than before.

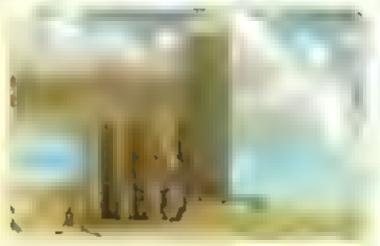
CAUTION: ROADSIDE UNASSISTANCE



Sand Sinkhole: At roughly the halfway point through a lap, racers encounter a massive sinkhole that can swallow slower racers whole! A Mushroom can help boost players out of the pit. Those without should at best skirt the edges of the sinkhole. Even a Super Mini-Turbo will not be enough to save racers who get in too deep!



Pokeys: These cactus creatures stand tall on the track—until racers come close! Then they turn themselves into spiky arches on the track that can be safely driven through for the Coin that appears at their center... but it's still best to avoid risking an accident and drive around them. There are safer ways to collect Coins!



Falling Pillars: As you race through
the course, pillars on the side of the
track will collapse to the ground,
turning into impromptu ramps to
Jump Boost from. These can be
beneficial—just be aware of where
you're jumping so that you don't go
off-road!

Grand Prix



It's imperative
that you get a
good start on
this course.
Items are
available only
seconds out
from the start

line If you're at the front of the pack going into the upcoming turns, you'll want to have something ready to defend yourself with!



On Lap 2, one of the stone pillars near the start of the lap will fall onto the track to become a ramp to use





The five consecutive hairpin turns of this section are populated by Pokeys. You should be able to see where they are and adjust your racing line accordingly If you have Mushrooms. you can cut across the

sands off-road as a shortcut. Watch for stone pillars to become ramps to help propel you across the off-road portions of the track during later laps!







The sand sinkhole has two thin roads lined with Coins going around it. You can drift and Mini-Turbo through those curves. Again, a Mushroom can help you cut across a portion of the sinkhole to save some time. Be careful about other racers and items in this section—it's surprisingly easy to get knocked into the sinkhole!

Another stone
pillar will fall
during this
curve to the
right. If you're
still hurting
for Coins,
ignore this



ramp and take the outside line.





multiple water spouts that will launch you out of the water. They slow you down, but are useful for evading. Green Shells. If you're trying to maintain speed, avoid the water spouts.

The oasis has

entirely. Jump Boost off the hill on the right side of the oasis, while skirting just to the left of the water spouts.



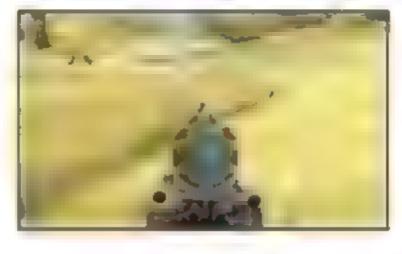
You can Jump
Boost just as
you exit the
water on the
other side of
the oasis



Over the course of your three laps, multiple stone pillars will fall alongside the final straightaway. You can cut the final right corner with a Mushroom.

Time Trial





Don't miss the three Coins on the first turn.
The upcoming hairpin turns feature a number of places to cut

across the dark sands with a Mushroom, but this may not be as fast as a shortcut found closer to the end of the track!

It's vital that
you collect
at least four
Coins when
passing by
the sinkhole
during Lap 1.
Both routes on



either side have what you need



Exiting the sinkhole zone, collect the three Coins to the left of the falling stone pillar



There's a trick to getting through the oasis swiftly Avoid the water spouts entirely, using the hill on the

right side to Jump Boost. It's possible to Jump Boost off the hills while remaining in the water, to avoid slowing down when you crash back into the water. Don't miss the Jump Boost just as you leave the pasis.



The final right turn can be cut hard across the sands





SNES Donut Plains 3



Returning from the original courses of the very first *Super Mario Kart*, Donut Plains 3 is a short and fast course. The ponds and grassy fields around the course can be exploited by a properly equipped and skilled racer for some fantastic shortcuts.

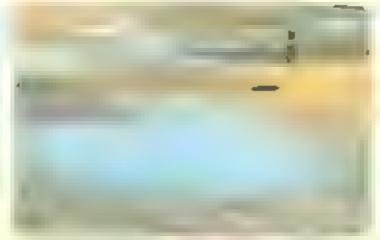
CAUTION: ROADSIDE UNASSISTANCE



Monty Moles: The moles
themse,ves are harmful to a racer,
if the racer actually hits one.
However, their molehills are an
opportunity for Jump Boosts.



Cheep Cheeps: The waters at the center of the course are populated by some Cheep Cheeps. They usually will not get in your way, but keep your eyes peeled just in case



Water Puddles: Barely noticeable aside from a reflection of the sky visible on the ground. When driving through wet portions of the track, your drifts will feel wider than usual

Grand Prix



The first right turn, particularly during Lap 1, is vital to retrieve items from during the Grand Prix. If you don't get a good start, you'll likely miss out on items and be caught in the middle of the pack—and have a bit of a fight on your hands to break free.



When crossing this first bridge, don't fall into the water unless you have a Mushroom to push you

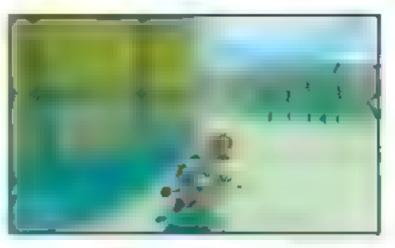
through the other side, and even then there's a better use for it just across the bridge. While you can drive through the water, normally it's a slower route



Staying on the road during Turn 2 can snag you some badly needed Coins However, this turn can be

cut very heavily by Mushrooming across the grass on the inside of the turn, past the retaining wall, and into the second pond





Exiting the second pond and following the obvious route through the Item Boxes into the following series of curves is simple However, this second pond is also the site of another major shortcut-one

that does not require Mushrooms. Simply cut the corner while in the water, avoiding contact with the retaining wall on the left, and drive up out of the water. The correct exit angle will be marked by tire tracks on the hill, and you can Jump Boost off this makeshift ramp onto the track



THE TRACKS—BANANA CUP









After a hairpin right over wet terrain, this straightaway is infested by Monty Moles. Jump Boost off their hills if they get in the way. If you have a Mushroom again at this point, you can aim for yet another shortcut through a gap in the retaining wall.



If the shortcut
is out of the
question,
leaving the
Monty Mole
straightaway
requires you
to navigate

two final hairpin turns before the last stretch. The terrain here is wet, so be prepared to compensate for that. This is also a good location to cut loose with Bananas or any shells you might have to complicate things for rivals behind you.

Time Trial



After starting, cut Turn 1 as tight to the grass as possible, and cross the bridge





There are four Coins you can safely collect on this turn during your first lap. However, it's better if you cut this first turn by using a Mushroom to cross the grass, blowing past the dividing wall and aiming for the next part of the pond. If you're aiming for the best time, there's a good possibility that you will not reach ten Coins during this Time Trial. You have to make up for this with excellent cornering



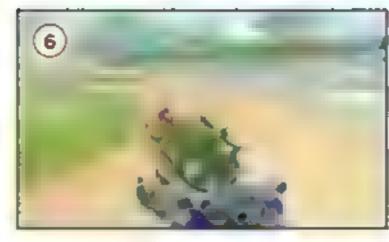


You must take
the shortcut
route out of
the second
pond to make
good times!
The hardest
part isn t

cutting the turn, it's exiting the water at an angle that lets you collect Coins on the next stretch of road. You can have up to eight Coins by this point



The hairpin onto the Monty Mole straightaway has two more Coins to collect. Snagging them can be tough thanks to the wet terrain. Optimal laps down this stretch will have you taking advantage of Jump Boosts off the molehills



The last two turns should be taken as tight on the inside line as possible Ideally, the transition

from the next-to-last turn to the very last turn should almost be a straight-line drift from one apex to the next. The corner just before the final stretch does have some Coins you can collect on the inside line to help boost your total





N64 Royal Raceway



One of the longer courses in the game. Royal Raceway is not a particularly challenging course to race on Racing well however demands that a driver exploits every single turn to the fullest. Unlike so many Mario Kart courses defined by special features and obstacles, this track can be defined by a distinct lack of them.

CAUTION: ROADSIDE UNASSISTANCE



Piranha Plants: While not as aggressive as the variety that inhabits pipes, running into these guys on the sides of the track can be problematic. Don't let yourself stray that far off-road

Grand Prix



Coins and
items are
a precious
resource on
this track
With little
in the way
of natural

obstacles to help defend against your rivals, your use of items requires timing, and it becomes important to deny every Coin to the enemy. Always look for groups of Coins, like these pictured on the first left turn, and collect them on every lap if possible.



Technically
more of a
Time Trial
technique,
hugging
turns tight
enough that
your wheels

drag across the red-and-white stripes on the roadside might be one of the things that keeps you ahead of your opponents, especially on higher difficulties. That said, seeding the insides of turns with Bananas can be a great tactic to handle anyone following you closely







To the left of this curving section of track is a ramp with a dash panel on it. You need a Mushroom to



This uphil portion of the track has two dash panels and a glide ramp that will launch you across the

reach it without tanking your speed though. You can collect more tems from the tem Boxes at the end of the ramp,

lake to the other side of the track. More Coins can be collected from clusters in the air on the other's delof the water



THE TRACKS—BANANA CUP







The turns in this series all have chunks of grass that can be cut across with Mushrooms, if you have 'em Otherwise, drift through the turns to try and score multiple Mini-Turbos. Watch for Coins scattered on the inside of each curve!



Note

As with Toad's Turnpike, a Time Trial on Royal Raceway focuses heavily on getting the most out of every drift and every turn. There are multiple places throughout the course where a Mushroom could be considered useful, but the shortcuts here are not like the game changers seen in other courses, such as Donut Plains 3.



On this turn, you can afford to pass up the Coins and take the turn as tight to the inside as possible



The hairpin turn after the first three Coins leads to another grouping of three Coins Stay on the inside, and collect the lone Coin near the red-and-white markers.





Another trio of Coins can be found just before the ramp on the left-hand side of the course. You can collect two of these Coins during Lap 1, then burn a Mushroom to take the ramp and cut a portion of the course. However, this isn't necessarily an efficient use of your items. Save them for later!

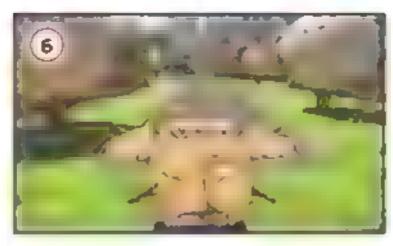
The turn
leading
toward the
uphill jump
has more
Coins to
collect, with
a pair on the



inside line being the ideal target



As you approach the jump itself, four Coins lined up in two rows can be found if you've done we'll on your first lap ithis is where you'll have reached ten Coins



Crossing the lake, you can collect from other groupings of Coins if you still need to reach ten on

Lap 1. After you land from the glider flight, cut the upcoming left turn by Mushrooming across the grass, as close to the stone wall as you can get away with



As you work
your way
through this
series of
curves, don't
miss out on
Coins while





3DS DK Jungle



After fending off a maddened horde of Tik's and driving off the Snowmads, Donkey Kong's island is once again a venue in the classic cups. Racers will be fighting the course as much as they I be fighting each other as they tear through the jungle in search of victory!

CAUTION: ROADSIDE UNASSISTANCE



DK Barrels: While Donkey Kong finds these barrels to be of great use in his games in Mario Kart they help no one, slowing and stopping any racer not using a Mushroom or Super Star to biast through them



Frogoons: These giant frogs hop across a section of the track and can interfere with your racing



Tiki Goons: Encountered early on Tiki Goons slowly patrol across the track, and are large enough that avoiding all the Tiki Goons while trying to maintain a swift racing line can be a challenge.



Screaming Pillars: As you gilde past these statues during the latter port on of the race, their screams generate gusts of wind that can slow you down

Grand Prix



Soon after starting the race, you encounter a short split in the track. Tree roots have grown across

the track and can be Jump Boosted for extra speed.

Don't miss out on collecting Coins from either route!



Right after the split rejoins, a dash panel ramp sends you flying onto a bounce pad, which then sends you

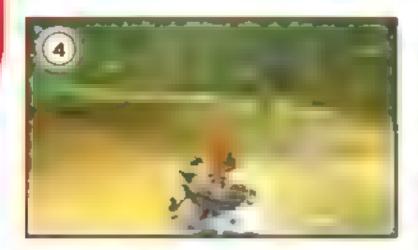
This stretch of the track is quarded by three Tiki

This stretch of the track is guarded by three Tiki Goons. You can defeat the Tiki Goons with various items if you have them at your disposal, but it's best to avoid the Tiki Goons entirely and save any items you have for other racers!



THE TRACKS-BANANA CUP







After crossing the bridge. you can choose to stick to the track and drift through the oncoming left turn. collecting Coins and avoiding the Frogoons on the road Alternatively, if you cut this

turn early and follow the stone ramp to the left of this part of the track, you can Jump Boost from a glide ramp and pick up some speed



of you've chosen the path with the glide ramp, the upcoming three consecutive dash pane.

ramps can extend your flight if you properly Jump Boost from each ramp. However, it is somewhat easier to collect the Coins on these ramps if you aren't gliding



Stick to the inside of this hairpin turn to continue collecting Coins. Don't forget to Jump Boost off the

upcoming ramps! A particularly mean thing to do is to set Bananas on the upcoming glide ramp, as it gives other racers very little room to maneuver around them



The
Screaming
Pillars blow
large gusts
of wind that
can slow your
progress
across this

chasm. Falling into the water far below is not a winning option, so try to make it to the track on the far side!



You have one last split in the track to negotiate Following the main course on the upper path will take

you through some additional Coins. However, the faster route is to cross the gap to the left of where you land from your glider flight. The short track here puts you on a straight line to the finish! Jump Boost off the ramps on this lower route to keep up your speed

Time Trial



When you get to the first split in the track, take the left side It's a slightly more direct route to the dash

panel ramp and bounce pad. Don't forget to collect a Coin here for each lap, and make sure to Jump Boost off the tree root and the upcoming jumps



Stick to the left side of the track as best you can, drifting past the Tike Goons. When you get to the

bridge, collect two of the Coins. By Lap 3, no Coins should remain on this bridge!



You have a choice to make here take the shortcut of the glide ramp, or stick to the ground

level and collect the four Coins while avoiding the Frogoons. You can also try to cut this corner by using a Mushroom to cross the grass between the inside wall and the stone ramp. For the last of these options, trigger the Mushroom as you cross onto the grass to avoid launching into the air



When
crossing the
multiple dash
panel ramp
jumps, you
can collect
two Coins
during your

first two laps, if you do this right. Jump Boost off every ramp'



The antigravity hairpin turn has two Coins you can pick up on the inside. Ideally you ought

to be at seven Coins before you cross the Screaming Pillar chasm on your first lap



While it hurts
to not have
ten Coins by
the end of
Lap 1, it's best
to take the
shortcut as
soon as you

land from the glider flight. Try to get a Mini-Turbo drifting across this shortcut, but you can also use a Mushroom here to keep up your speed

Note

Coins in your first lap, you'll likely have to hit that you'll save taking bondstantly factor racing lines through the course will make up for not being at your maximum as partly as possible.



STAR CUP

Sunshine Airport



Star Cup opens with a rip-roaning race through Sunshine Airport. Blitzing under and through a rplanes on the course, racers will be launched into the sky on dangerous fly-bys past passenger jets. The greatest danger here is the massive glider sections of the track, a source of grief to drivers caught in mid air by Lightnings, Red Shells, and Spiny Shells.

CAUTION: ROADSIDE UNASSISTANCE



The Gaps:

There are two extended flights during this race, both of which are moments of extreme vulnerability to

attack. Getting hit here will cost you a lot of time.
and possibly the entire race!



Airliner: Certain racers and vehicle configurations can get a lot of altitude during the second flight, which is all well and good until an

airliner almost smacks into you. Don't be surprised by something this big!



Spin Boost Pillars:

The portion
of the track in
between the two
flying sections is
dotted by these
pillars. They can
help propel you

forward, but hit them at a bad angle, and you might get sent off the track!



Shipping Crates:

Conveyor belts
are moving crates
through key
locations on this
course, which can
really slow you
down if you're not

heavy enough or fast enough to punch through them.

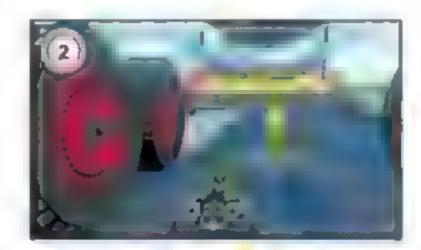
Grand Prix



The first left drops you out of the terminal, and you can Jump Boost off the ledge for some

extra speed. Right away you'll encounter crates on conveyor beits. So long as you maintain speed, you can punch through them with minimal loss of momentum. You can also Jump Boost off the conveyor beit.

Passing
under the
airliner, a dash
panel ramp
will launch
you onto an
e evated part
of the course



Don't fall to the lower area as you navigate the sharp left here. Recovering from this will take a lot of time if you don't have a Mushroom. This spot can be a very tough section to navigate as the race progresses. Expect multiple Bananas to be set here.



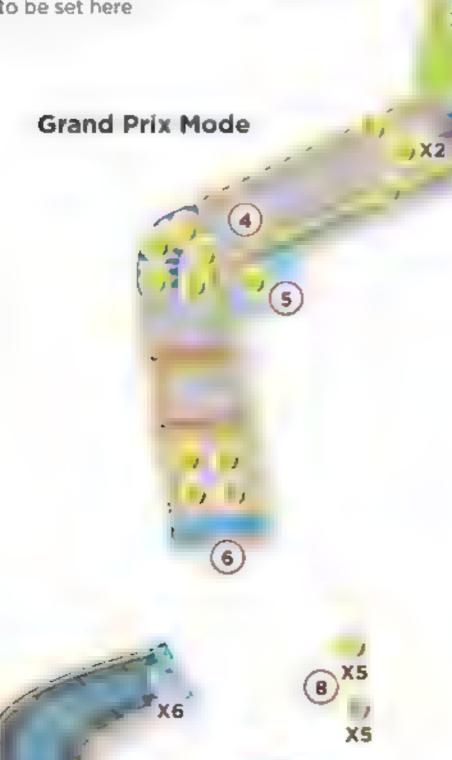
on the upper platform, you can actually launch onto the wing of another airliner and

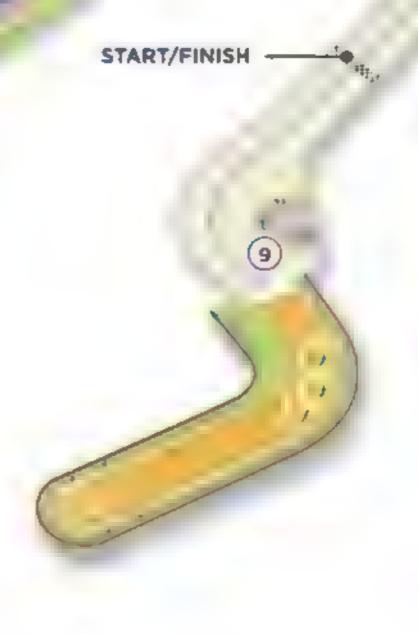
race over and through the plane. This is arguably the fastest route, though with Mushrooms you can cut underneath the plane, across the grass on the right side of the track

Taking this
left turn wide
can earn
you some
Coins, 5et
up Bananas
there as well,
to make life



harder for racers behind you





THE TRACKS-STAR CUP



Alternatively, there's a shortcut on the inside of this turn' a small ramp in the water that, combined

with a Mushroom, can save some time. It is a very risky shortcut to attempt on higher difficulties!



The first flight comes after a series of dash panels and a ramp launching you far over the water to

an antigravity section of the course. If you're lagging behind and have a Lightning, a mean trick is to use it just as the leaders are flying across this gap

The track
after the first
flight is a long
right-hand
curve, with
Spin Boost
pil ars placed
throughout



a useful burst of speed. Just be careful you don't fall off here—there's no railing to save you on the inside of the track!



The second flight grants you more control than the first, letting you steer to collect groups

of Coins. An airliner occasionally passes through this area, and you can shag even more Coins if you pass close enough to it.



The final turns lead back into the terminal You can use Mushrooms to boost cleanly through the cargo

conveyor belt and the crates on it. Don't miss a chance to Jump Boost off the conveyor belt ramps as well'

Time Trial



The S-curve right at the start of the course is run fastest by taking as straight a line through it as

possible, only drifting left as you approach the exit to the terminal



There are five Coins under the first airliner you drive past. You can collect two Coins during the first two laps. Another pair of Coins is on the raised section of track just behind the a rimer though only one can be reasonably collected during a lap



Don't actually race across the airliner! It's faster to spend a Mushroom to cross the grass on the

ground to the right of it. If you choose to save the Mushroom for later, cut the turn as close to the grass as possible



If you don't cut across the grass to the right of the airriner, you can use a Mushroom for this shortcut

ramp across the water. It does cost you a chance at some more Coins



5 ,X3

While on the antigravity portion of the track, you can try to hit at least two Spin Boost pillars while taking

7

advantage of the gentle curve of the track to score multiple Mini-Turbos off drifts. Stay on the inside of the turn as much as possible, ignoring the Coins. You can make up for them later

The flight down from the sky passes by two clusters of five Coins Aim for the landing zone



There's no reason why you shouldn't use this final shortcut. It doesn't even require a Mushroom! Just make sure you avoid the crates as you Jump Boost off the conveyor belt



Glider: Plane Grider

Dolphin Shoals



A wet and wild course. Dolphin Shoals will test your abilities to race underwater sending you through a dangerous cavern and racing over or under a monstrous Unag. This can be a rough race to win particularly on higher difficulties when mistakes are so much more costly and the computer racers are so much more vicious.

CAUTION: ROADSIDE UNASSISTANCE



Water Jets: Ideally, the water jets firing from the pipes in the underground cavern help you cross some very dangerous gaps. If you're misaligned they can just as easily be as much of an obstacle as another racer. You can Jump Boost off these water jets to move faster across them

Grand Prix



The first turn leads into a wide-open area with several ramps you can Jump Boost off of. The rings behind each ramp also add a little speed, but it's actually faster to weave around the ramps entirely

while maintaining as straight a path as possible

After a long
spiraling
turn to the
left, you're
presented with
a cave filled
with water jets
shooting from



pipes. There are four distinct routes to take

The center is most direct, but there is the greatest chance of getting knocked into the abyss by



other racers, or simply failing to clear each gap the water jets try to launch you over



The righthand route bypasses a lot of the danger of the cave, and even provides a dash panel

that helps boost you into position to tackle the next challenge



To the left of the route on the far right is another that is arguably faster it can be reached by driving

between the blue and purple pipes near the start of the cave, aiming for a pipe



At the end of the cave is a g normous Unagi, He's friendly to racers so long as you don't fly

directly into his mouth. The dash panel in front of him launches you onto his back, and you can Jump Boost off his spine repeatedly to gain speed. The spine is also a good place to set Bananas to throw off the computer racers—they'll be trying to Jump Boost too'lf you fall off, there's ground under him, but you'll lose out on the Jump Boosts and likely lose a few places on higher difficulties

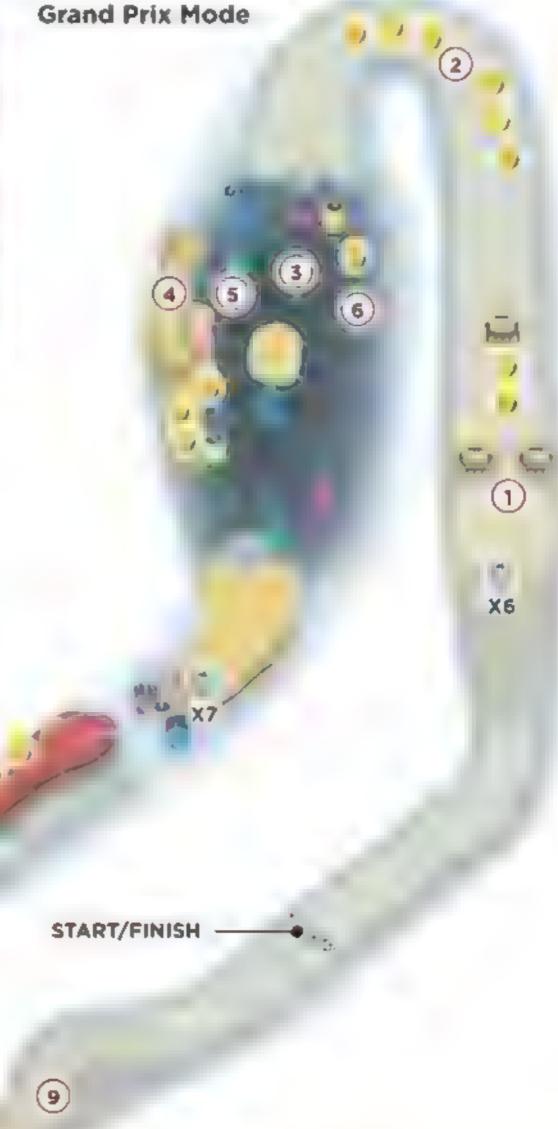


The left route requires almost as much faith as the central route, as multiple water streams will try to push you across the cave. If you're misaligned, you could end up in the abyss

X4

X5

X3



THE TRACKS—STAR CUP



The exit to the caves is just behind the Unagi, a long easy right that allows you to build up multiple Mini-Turbos. Watch out for heavyweights in this section if you're in a pack of racers. There are no walls to protect you from falling'



After a short flight over the water, the final S-curve stands between you and the finish. Racers with Mushrooms will try to cut most of this turn. If you only have Bananas, you can try to mine the entrance to the shortcut in hopes of slowing a rival down

Time Trial



to take two of the ramps and Jump Boost through the rings. This will actually slow you down more than speed you up! Only aim for the center ramp during Lap 1 to collect the two Coins in

It's tempting

front of it Don't Jump Boost off it to avoid getting launched out of the water, which will slow you down On the two following laps, just weave smoothly around the ramps entirely



This long
curve to the
left has a total
of six Coins
to collect
An optimal
run here
should place

you at eight Coins before you exit the turn for the upcoming cave



While there are four paths in this cave, the right-hand path is arguably the fastest and should be traveled for every lap. Don't forget to Jump Boost off the water current leading into the right path for some extra speed! As you race across the dash panels here, two Coins can be collected on the lower-left side of the track, just before the dash panel ramp that launches you to the next section of the cave, ideally, you're now at ten Coins





Jump Boost up the water currents onto the supermassive Unagi's back This part of the lap rests on your ability to score multiple Jump Boosts off the spine of the Unagi white also racing forward as

quickly as you can. It's not easy, but the fastest laps on Dolphin Shoals depend on it!





Exit the cave with a Jump Boost off the ramp, then drift through the next turn to the right If you haven't

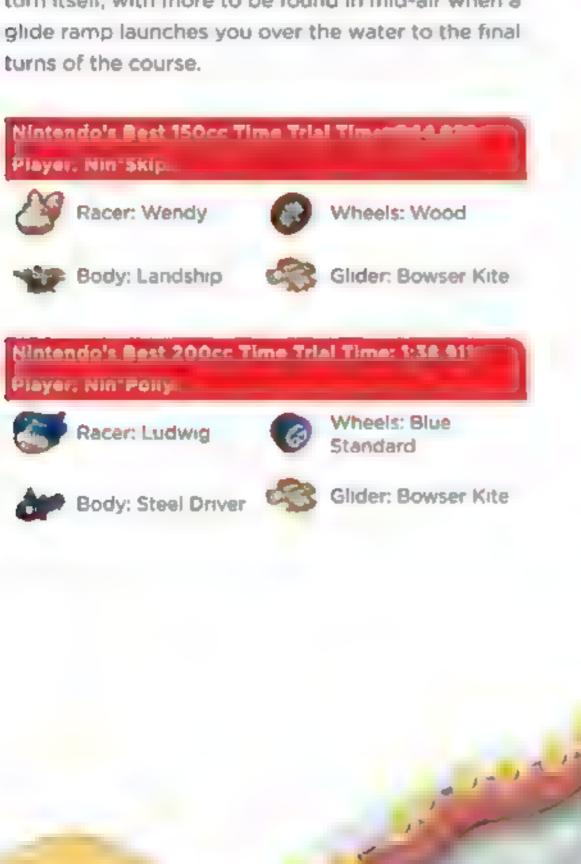
X3

5



The shortcut used by some during the Grand Prix is essential for a fast Time Trial here, and you'll need to use it for every lap. As you land from the short glider trip turn left and a gn yourself to the rocky ground to the right of the actual course, and aim straight for the finish. Cut loose with a Mushroom the moment your front wheels hit the rocks, and jet to the finish line!

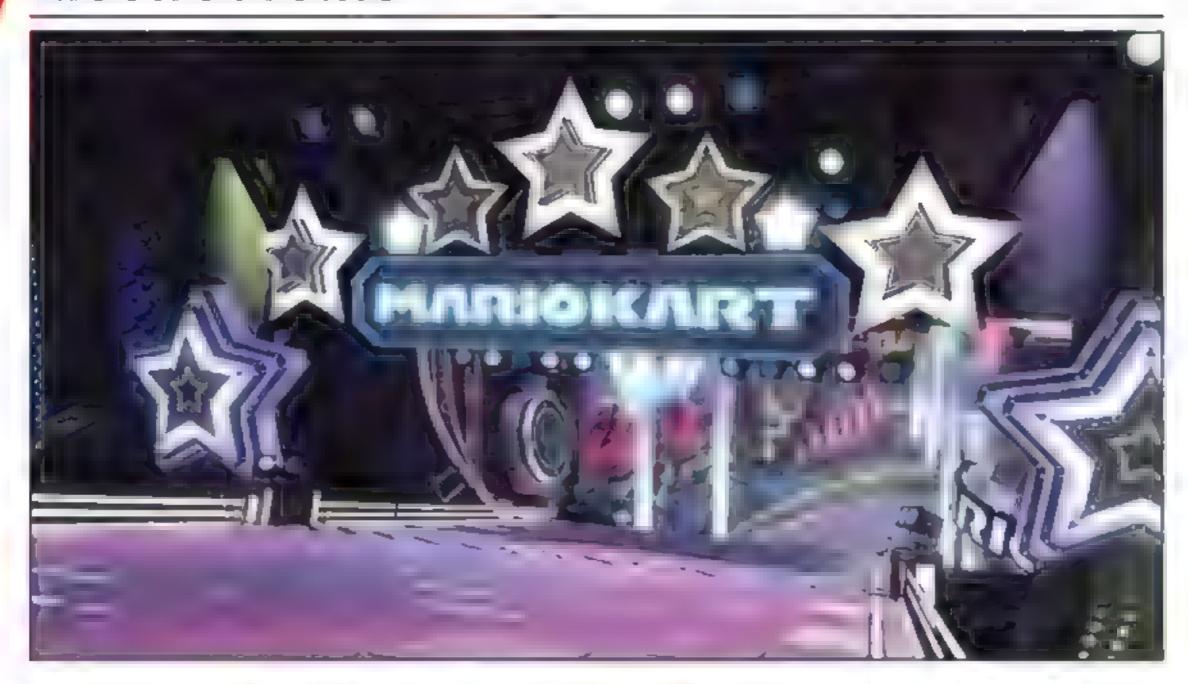
hit ten Coins yet, you can snag another during the turn itself, with more to be found in mid-air when a turns of the course.



X4



Electrodrome



The thumping beat and flashing aghts clash with this surprisingly relaxing course. Electrodrome is a fairly wide-open track for the most part. Exploit each curve drift often and fire off as many Mini-Turbos and Super Mini-Turbos as possible.

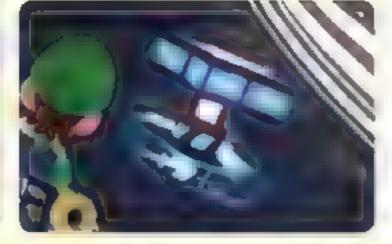
CAUTION: ROADSIDE UNASSISTANCE



Raving Piranha Plants: You II find these occasionally inside pipes at certain corners of the course. Keep an eye out and make sure you don't get too close to them.



The Rough: Dark yet shiny patches of the course like the one shown will slow you down quite a bit unless you use a Mushroom to boost through them



Spin Boost Pillars: As usual make sure you don't spin yourself into a wall or off the track entire y if you intend to use them

Grand Prix



The track
begins with a
flight over a
chasm. When
taking on the
left turn that
follows, avoid
going into the

rough part of the track unless you have a Mushroom.

The glowing road cones here are harmless.



This section
is fairly
straightforward
antigravity
driving along
the walls
toward a split
in the course

it's a long straightaway, and the potential for getting smacked by shells is high. The course is wide enough that it is possible for some characters to be able to pull off Mini-Turbos while still traveling more or less forward, but it's tough to pull off



Don't miss these Spin Boost pillars for a quick boost in speed!



The split in the course is marked by a Spin Boost pillar. Neither path has a truly distinct advantage though if you're falling behind, you might want to take the same track as the leaders for a chance to



The last
turn for the
split course
sections is
a chance to
score multiple
Super MiniTurbos Don't

just settle for a clean single drift through the whole turn. This is one of your best chances to shrink an opponent's lead, or extend yours'



The split
tracks
eventually
rejoin,
launching
players across
another
chasm to

the final big turn of the race. Piranha Plants infest the pipes on the inside of the turn. If you have a Mushroom, you can cut past the pipes and through the rough for a straighter shot at the finish line

Grand Prix Mode



Time Trial



After gliding away from the start line, collect some Coins from the M-shape at the landing point



The first turn to the left has some Coins to collect, but at most you can probably only snag one per lap, and it's faster to stick to an inside line through the whole turn. You can collect more Coins later



After crossing onto the antigravity portion of the course, you can collect more Coins on your way to the split in the track

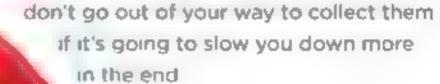




The pink side of the split track is slightly faster, as it ultimately ends on the "inside" of the final turn before the tracks rejoin at the glide ramps. However, you can get closer to ten Coins sooner by taking the green side, as there are more Coins that can be collected at first



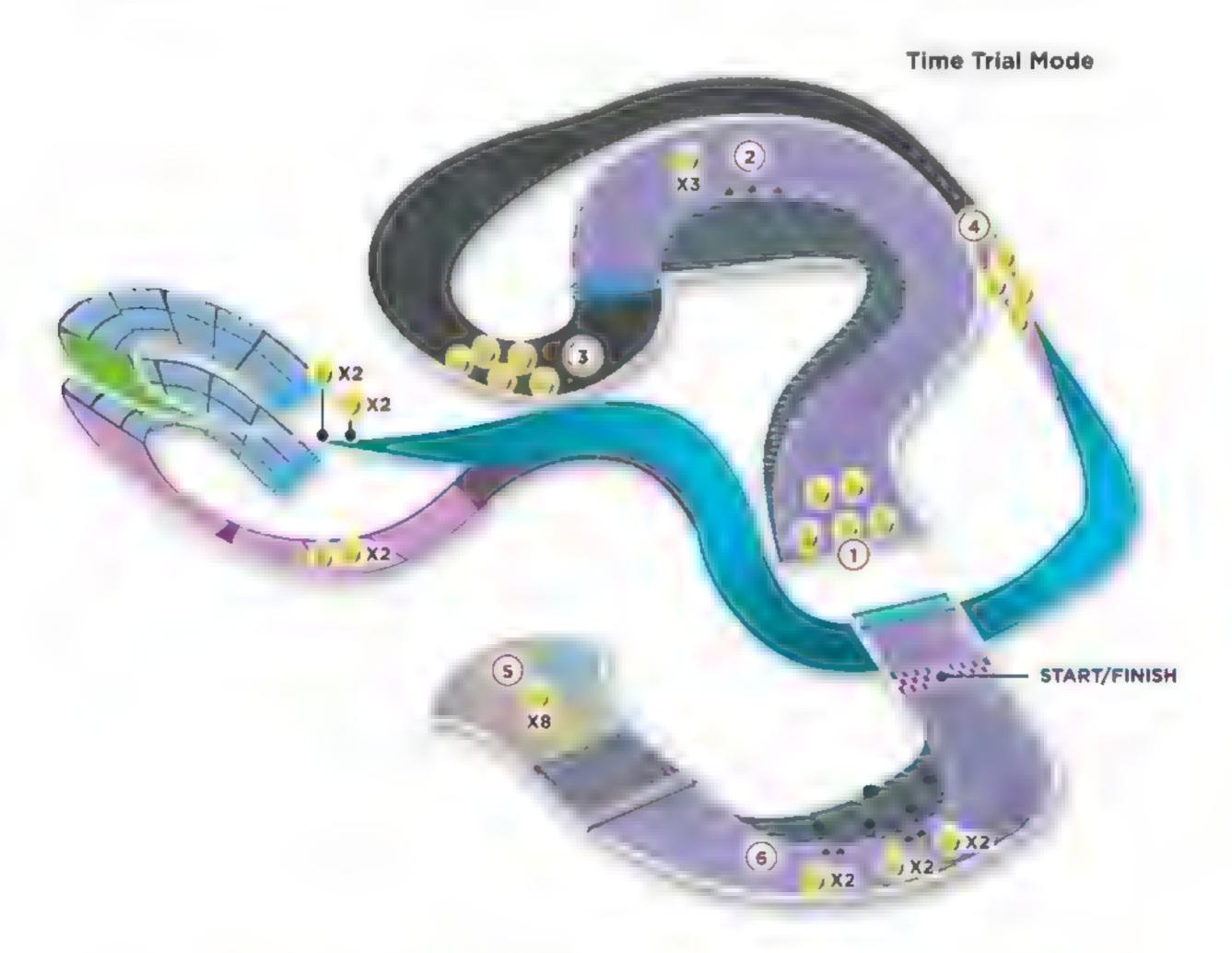
When gliding down from the split track section, don't miss out on a chance to collect some Coins from the rotating ring of them at the landing point, but also







The shortcut across the rough part of track on the left will take you past pipes, including some that are occupied by raving Piranha Plants. A Mushroom is required for this shortcut, but it is possible that the boost can fade out before you make it entirely across the rough ground! Don't get too greedy when trying for this shortcut



Nintendo's Best 150cc Time Trial Time: 2:21.023 Player: Nin Yuya...



Racer Larry



Wheels Monster



Body Sport Bike G der Super Glider

Nintendo's Best 200cc Time Trial Time: 1:40.943



Racer Roy



Whee's Cushion



Body The Duke



G der Parafoil

Mount Wario



Mount Wario isn't like other tracks in this cup. Rather, it is one long road split into three sections, each filled with danger. It's literally all downhill from here when you start' Remember, you only get one shot at performing well in each section. If you mess uplearly on you'll have to make upit me as you keep going farther down the mountain

CAUTION: ROADSIDE UNASSISTANCE



A Distinct Lack of Guard Rails: The first section of this course has next to no safety net on the sides of the track. so be careful when taking the turns here. Failing off early can cost you the whole race. Don't let that happen!



Wario Dam: Water flowing down the dam can push you away from vital dash panels.



Slick ice: The first section of the course is on ice, and it's possible to be sentifying off the track if you take your turns too wide



Trees: The latter portion of the second section is filled with trees, both standing and lying down. You can Jump Boost off the fallen trees for some speed, but the standing ones will stop any racer dead in their tracks.

Grand Prix



You start the course by diving out of an airship—don't forget to Jump Boost off the lip of the starting

ramp. Note the lack of protective fencing along the sides of the course. This is how much of the first section is



The course turns icy just as you reach the first real turn of the race, a sharp right. Stick to the inside as

best you can There's a ramp you can Jump Boost off of for additional speed and to a ign yourself to the upcoming turn.



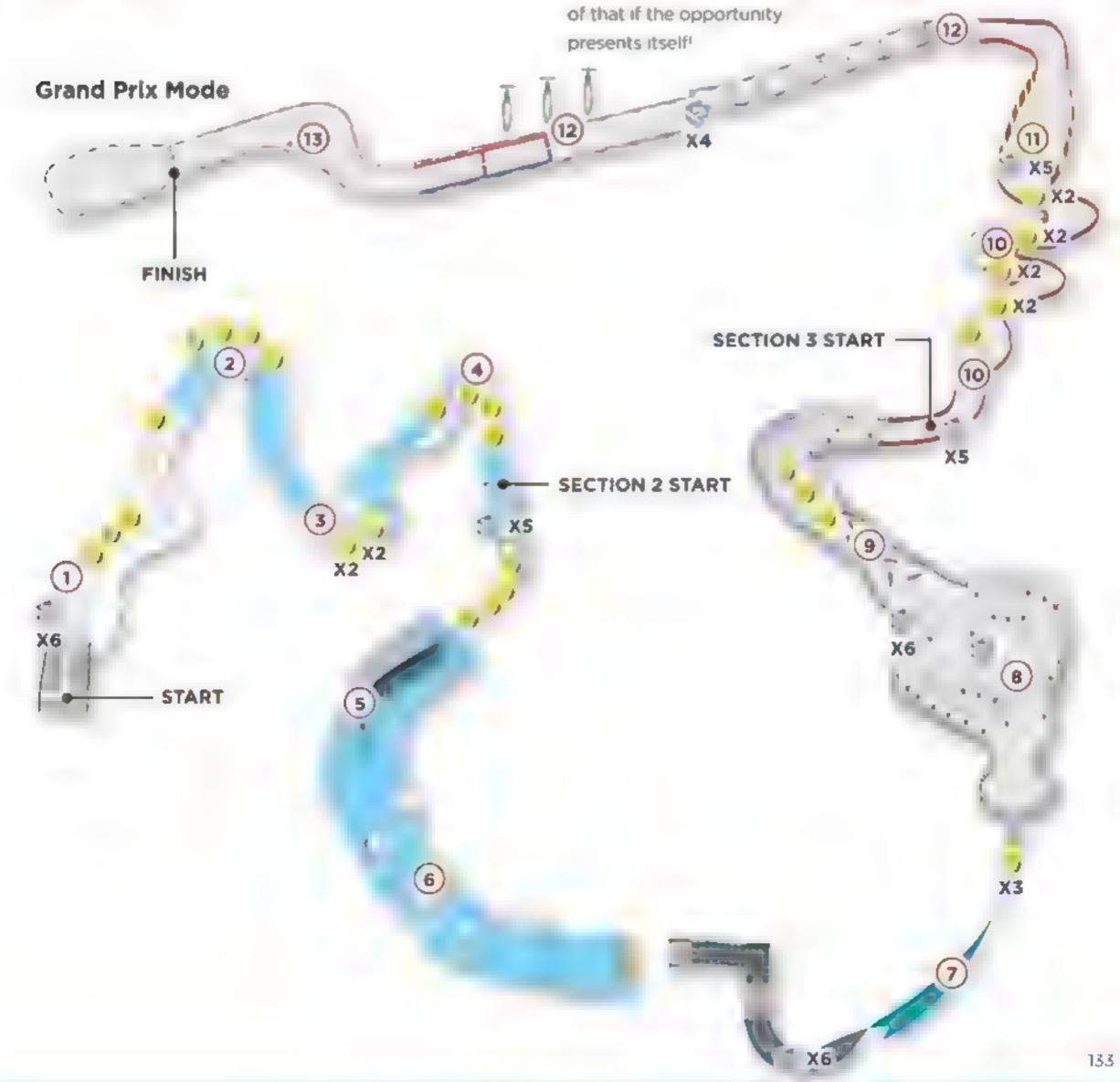
Shortly after
the first split is
another on a
hard left turn.
The outside
line has dash
panels and
Coins, so if

you're out in the front of the pack, consider taking the longer outside path just to deny your riva's some Coins!



The first
section of
Mount Wario
ends with a
final hairpin
to the right
Start your drift
early to make

it easier to take the turn. If you're a heavyweight racer and you're in the middle of the group, this turn is your last chance to ram other racers off the course. Take advantage



THE TRACKS—STAR CUP



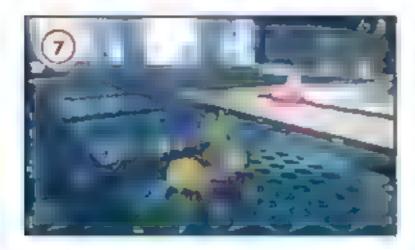
Section 2
begins by
entering a
massive cave
When you're
presented
with a chance
to jump off a

regular ramp, or use a blue ramp to start gliding, take the blue ramp, if you have a glider part that grants you good speed, it'll be much faster than dealing with the rougher terrain on the ground

on this dash



and jumping just as you land. This grants you the boost, and keeps you gliding



Wario Dam is your next stop as you take the winding track out of the caves Water flows down the side

of the dam, carrying dash panels with it. Try to aim for some of them, while making sure you aim at the tunnel that will take you away from the dam



As you exit
the dam, you
reach a snowy
forest, with
two obvious
paths to
choose from
If you have a

Mushroom, you can bypass the trees and get through the rough snow to use another blue ramp to glide straight into the next area

Use these
logs to Jump
Boost for a
little extra
speed, but
beware of
being sent
flying into



trees, and be ready to handle the upcoming section filled with trees during the long turn to the right.

The fina course section begins with some ramps to Jump Boost from, followed by a



series of winding turns to slatom through



The moguls just past the first series of turns can all be used for Jump Boosts. Get as many boosts as you can!



The home stretch begins at the top of one final hill filled with dash panels to hit. The hill ends with

a launch panel that sends you gliding toward a set of rings—make sure you pass through them all! If rivals are close by, be ready to evade Green Shells. If you have a Banana, hold on to it for defense during this section.



As you land from your glider flight, there's one last S-curve you have to deal with at the bottom of the hill. If you have held on to a Mushroom up to this point, you can cut this corner for a straighter shot at the finish line.

Time Trial



Right after dropping from the airship, it seems obvious to cohect the three Coins on the track

Instead, collect only the one in the rear while boosting over the rough terrain, aiming for the ramp at the center of the track just ahead. The ramp itself has another Coin you can collect.



There are four Coins on the outside track of the first major turn here, but the ice makes it tough to

collect them all It's best to just cut the corner tight



Here is another split in the track. with four more Coins on the longer upper route However.

the dash panels there can offset the time difference between the inside and outside lines, and you need the Coins after passing up so many others.

onto a straightaway. You'll want to already be drifting to

This is a surprisingly tricky transition from the dash panels and ramp from the second turn



the right so you can Mini-Turbo on the upper path, and Jump Boost off the ramp to to safety if necessary. save time **Time Trial Mode** (12) (14) FINISH **SECTION 3 START** 5 (10) **SECTION 2 START** 4 (3) 10 X2 X2 Mintendon Best 200ce ime Islai Timi 7.266 Payer Nin Massin Racer: Wario START **Body: Standard** ATV Nintendo's Best 150c ime Trial Time: 2:03.483 Wheels Crimson Slim Player: Nin*Elena Glider: Wario Wing Racer: Walurgi 7 X3 Body: The Duke 7 Wheels, Monster Glider: Wario Wing

THE TRACKS-STAR CUP





Another tough turn, back to the right. Four more Coins line the center of the track, though once again the ice

will be working against you. It might be faster to skip the Coins on this turn and stay on the inside of the track



Stay centered as you enter the cave for the second track section to collect four more Coins. It is

entirely possible to be at ten Coins at this point in the Time Trial



Take
advantage
of the dash
panel ramps
inside the
cave in order
to maintain
your speed

and Jump Boost off any ledges or ramps to drive over

When driving along the walls of Warlo Dam, make sure you start high on the dam to catch the



dash panels on the waterfalls as you drive toward the exit of the dam, ideally you can catch a boost on three panels

After exiting the dam, don't miss a chance to use a Mushroom to climb up this hill behind the trees so you



can use a glide ramp to bypass more complex parts of the course. Just watch out for trees as you glide back toward the ground!



When racing past these logs, start guiding yourself toward the right side of the course

Cutting the next turn leading into the third and final section of the course will require some very precise driving and drifting between trees in order to avoid getting stopped cold¹

The downhill slaiom is best navigated by trying to keep tight inside each turn. If you drift out too wide

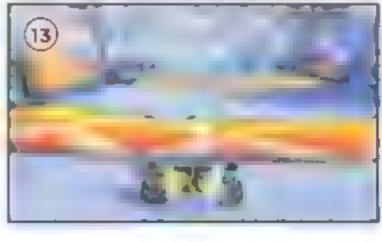


you'll lose time even with a Mini-Turbo

Jump boost on every mogul you can on the way down toward the final stretch Just be sure



you don't ignore the upcoming turns that follow!



You need
to hit seven
dash panels
on the way
down toward
the final glide
ramp if you
want to keep

a good pace. After gliding through the rings, get back down to the snow to prepare for the final shortcut!



Mushroom
boost across
this snowy
hill to cut one
last corner
and drive on
toward the
finish line



DS Wario Stadium



Big hills many dash panels and massive jumps make Wario Stadium one of the most exciting courses in the whole game fitting for its return to the Mario Kart circuit, and a proper opener to the Leaf Cup. Racers will have to do their best to nail every leap accurately to come out on top

CAUTION: ROADSIDE UNASSISTANCE



Fire Chains: A returning obstacle from Bowser's
Castle, the fire chains make the races through Wario
Stadium more exciting for the crowd... at the cost of
being more dangerous to the racers themselves

Grand Prix



Three sharp turns greet racers almost immediately beyond the start line, with only a small group of Item Boxes before you reach the first turn. Don't be surprised at the start of this Grand Prix that you struggle to break out of the pack early on while navigating the turns!





This first jump can trip up unprepared racers, as a sharp left turn awaits just as you land from it. Like

with any jump on this course, it's a great place to use Bananas to trip up close pursuers.



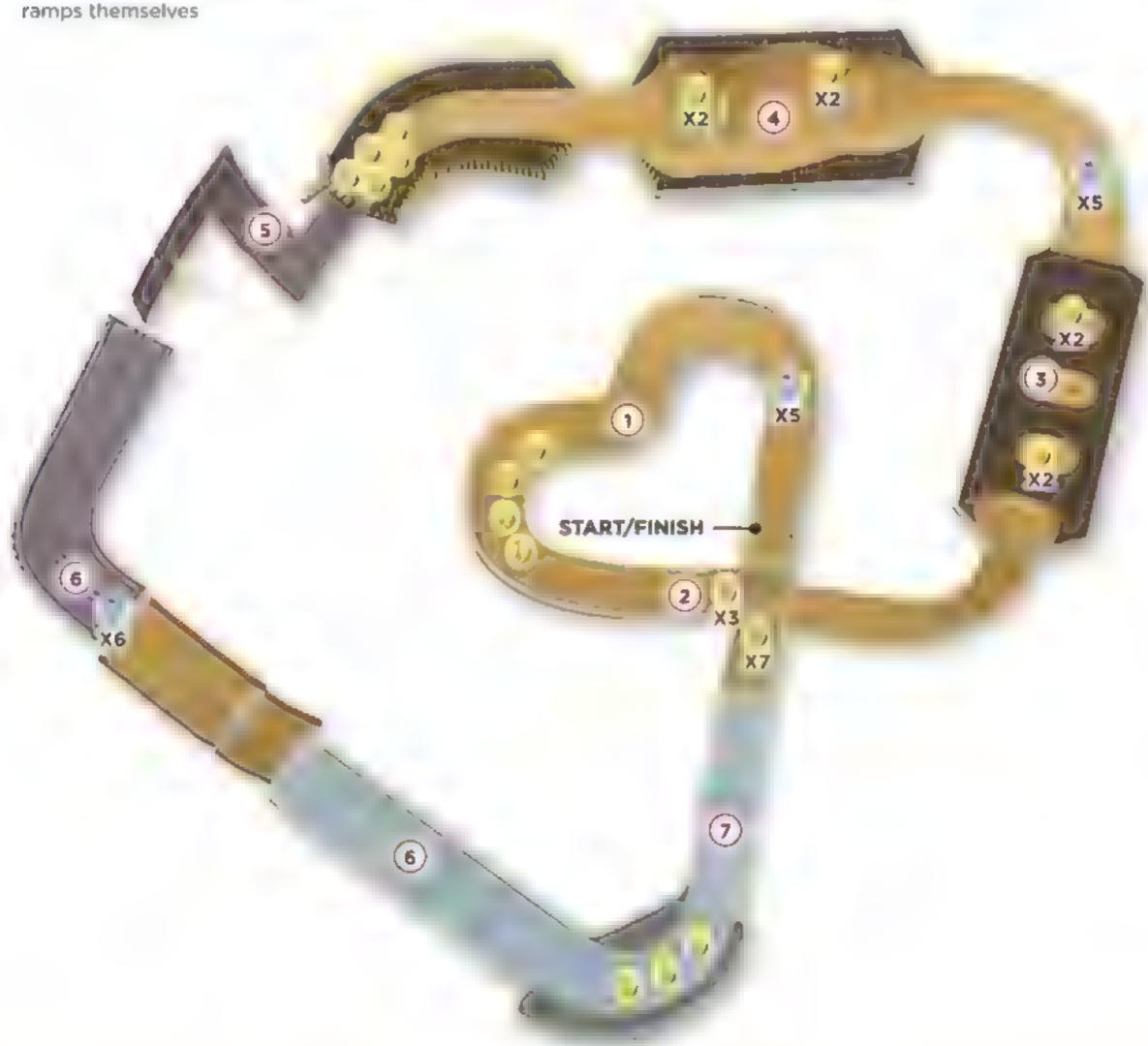
The four small island ramps in the sea of mud here can all be Jump Boosted, allowing a racer to

reach insane speeds before the upcoming left turn...
but at the cost of control. Racers blitzing through
this section will not have an easy time evading shells
fired back at them, or missing Bananas placed on the
ramps themselves



These two large jumps have fireball rings just behind them. The jumps themselves are offset slightly, making it tough to hit both dash panels while keeping up your speed and avoiding the fire rings. You can really ruin a racer's day with a well-timed item attack here!

Grand Prix Mode







Watch the fire chains while making your way through this twisted section of the track, More danger comes as a ramp launches you off the mid-air section of the track back down to the ground level. If you're in a

bad position here, you can miss the jump and fall out of bounds'





Another trio
of dash panel
ramp jumps
await just
beyond the
antigravity
section of
the course

Once again, the dash panels here are offset from each other, making it difficult to hit every one as you pass through this section. As you go into the water here, you'll find two more ramps that can be Jump Boosted though if you've carried enough speed in the previous section you'll skip at least one of them



The final stretch begins with a glide ramp that sends you flying over a body of water standing

between you and the finish line. If you have any items to foul up the ramp with, use them! Also, striking a racer in the air over the water can cost them many places if the competition is tight

Time Trial



Navigate the first three turns smoothly, taking the straightest line possible. On the last turn, don't miss the four Coins on the inside line as you approach the first jump



Anticipate
the hard left
coming after
the first jump
Stay on the
inside line,
making sure
you collect

at least one Coin from this ramp during Lap 1, ideally you'll exit the turn aimed directly at the first of the four dash panel ramps coming up.



On an optimal run through this section, you'll Jump Boost from all four dash panel ramps, and during your first lap you'll collect two of the Coins placed here



On the two
big jumps,
concentrate
on hitting
both dash
panel ramps
with Jump
Boosts while

evading the fire chains. You can collect a Coin just beyond the second ramp, but you might shoot past it if your speed is high enough

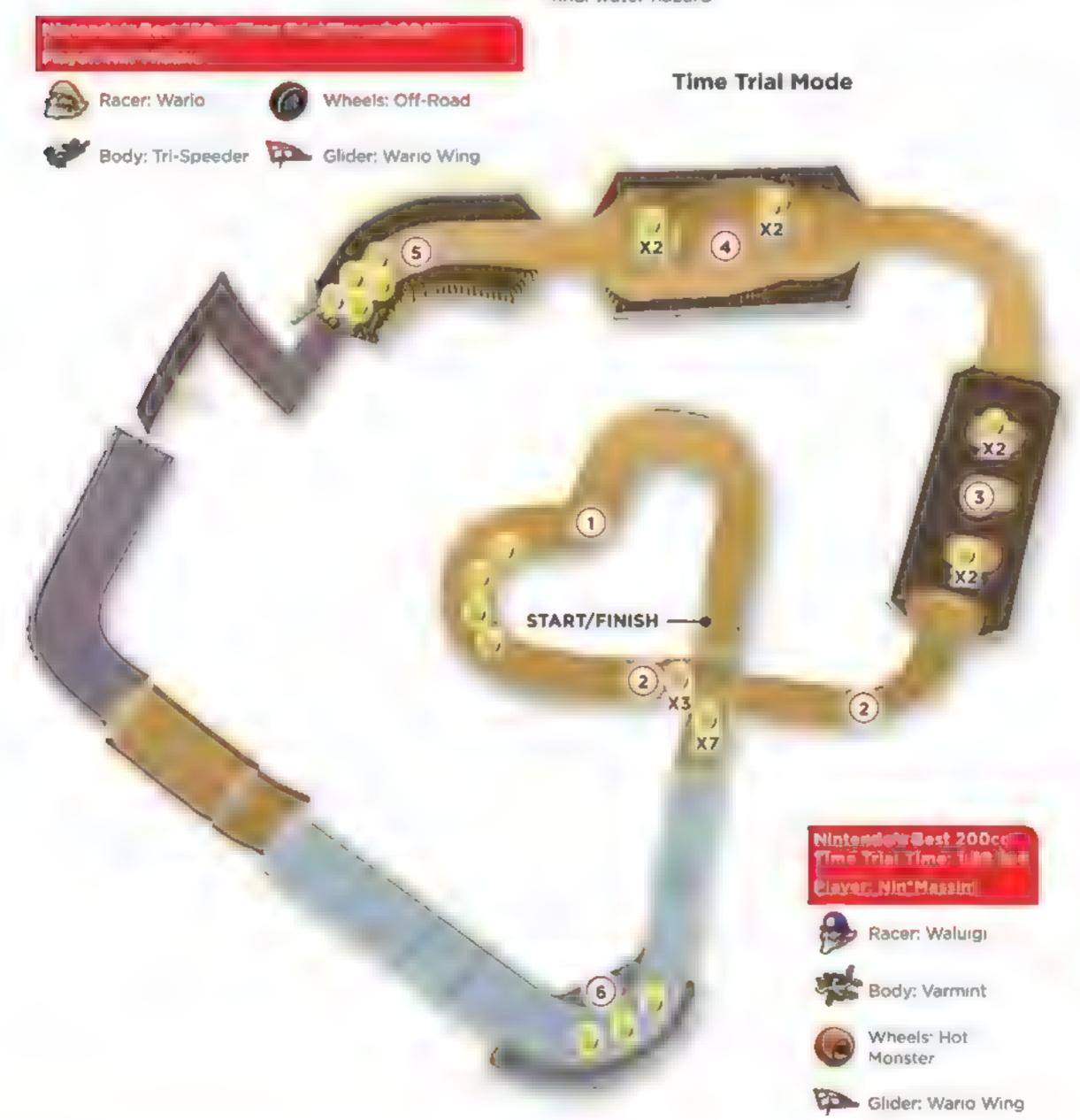
THE TRACKS-LEAF CUP



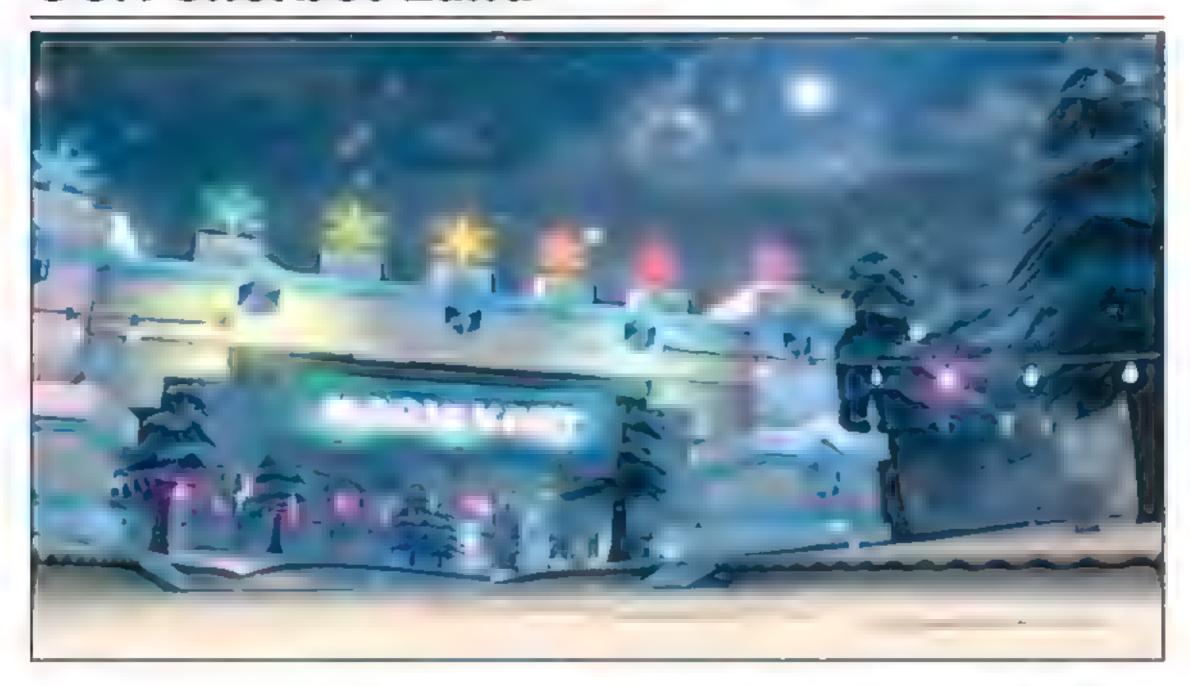
Approaching the antigravity section of the track you will see two lines of Coins, one with two Coins, and another with three. On Lap 1 take the three Coins, evade the fire chain just beyond them, and navigate the rest of the section with drifts and Mini-Turbos.



After Jump Boosting through the jump gaunt et, the final left turn is where you should use a Mushroom. On all three laps, you can cut across the mud on the inside of the turn saying yourself some valuable time. Just make sure you make the turn and glide over the final water hazard!



GCN Sherbet Land



Sherbet Land has seen extensive changes from its original appearance back in *Mario Kart. Double Dash* more than a most every other returning classic course. Racers can stick to the traditional routes on the surface of the course or they can dive underneath the ice and race through previously unseen parts of the venue!

CAUTION: ROADSIDE UNASSISTANCE



Skating Shy Guys: These graceful guys skate in groups across the ice parts of the track, pirouetting into the air and possibly plotting to sabotage their ice-skating rivals' gold medal dreams.

Freezie: Sitting atop the ice.
Freezies don't try to get in the way of the race, but there are enough of them on certain parts of the track that



they can be an issue. Anyone who makes contact with a Freezie will be frozen for a short time. A mean trick is to set up Bahaha traps that will cause racers to crash into a Freezie.

Grand Prix



Just after crossing the first line of Item Boxes, you have a choice of two paths to take The first is to

stay on the ice, hugging the hole in the ice as much as possible while you drift and Mini-Turbo around it toward the cave. Shy Guys skate through this area, trailing Coins to collect.



The other option is to drive off the ice through the warning cones on the right driving through the water into a tunnel filled with dash panels. This route will deposit you farther into the cave, and you can snag some extra Coins this way.





The larger cave is split up at one point by a large ice piliar. If you have a Banana at this point, set it down among the Item Boxes. Both sides of the piliar are narrow enough that you have a good chance of catching other racers off guard.



The winding turns just outside of the cave take you through a very wide portion of the track, with

plenty of Coins to collect. The large size of the track makes it tough to set up traps or fire shells back at opponents trailing you—there's just too much room to maneuver. Mushrooms can help you cut across the rough snow on the sides of the track



As you ex t
the snowy
portion of
the track.
you have
three more
options in the
route you can





You can also take to the ice itself, driving around the breaks in the ice and avoiding the Freezies. This isn't the easiest route to take, nor is it the fastest, when you factor in the icy conditions. There's just a lot more room for bad accidents to happen, especially when items are part of the equation.



The last route requires a Mushroom, but it is the fastest and should always be taken if you're properly equipped. You'll be able to see Coins leading to the shortcut itself, and there's a glide ramp that allows you to fly over any Freezies covering the final straightaway to the finish line.

Time Trial



Dropping below the ice for the five Coins in the dash panel tunnel is tempting. It's actually faster to stay on the ice, taking the turn as close to the hole as possible



The first turn inside the cave has three Coins you can try and collect while drifting through. However, you might want to consider sticking to the inside of the track



Hug the inside of this turn to snag another pair of Coins as you exit the cave.

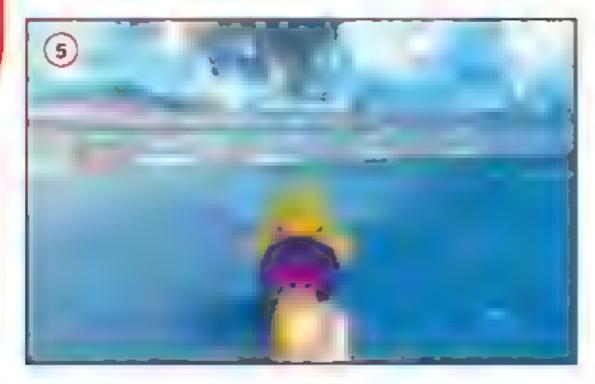




As you exit
the caves, the
wide stretch
of road has
a number
of Coins to
collect. More
importantly,

you can cut the final right turn just before the ice with a Mushroom. As you do this, drift through the thick snow while hugging the wail, and then Super Mini-Turbo back onto the track. When you reach the ice, do NOT go under the ice to race through the water

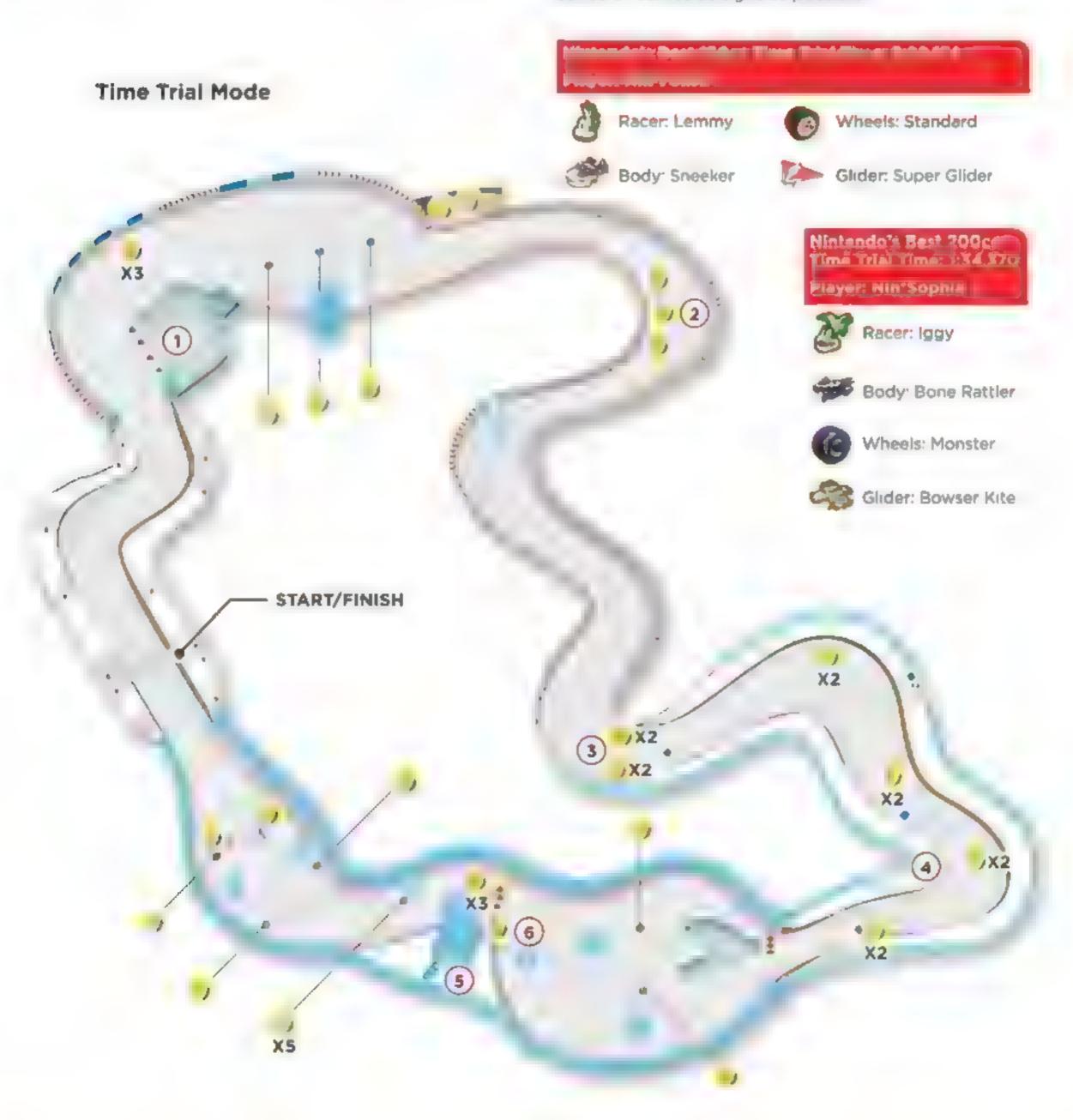
THE TRACKS—LEAF CUP



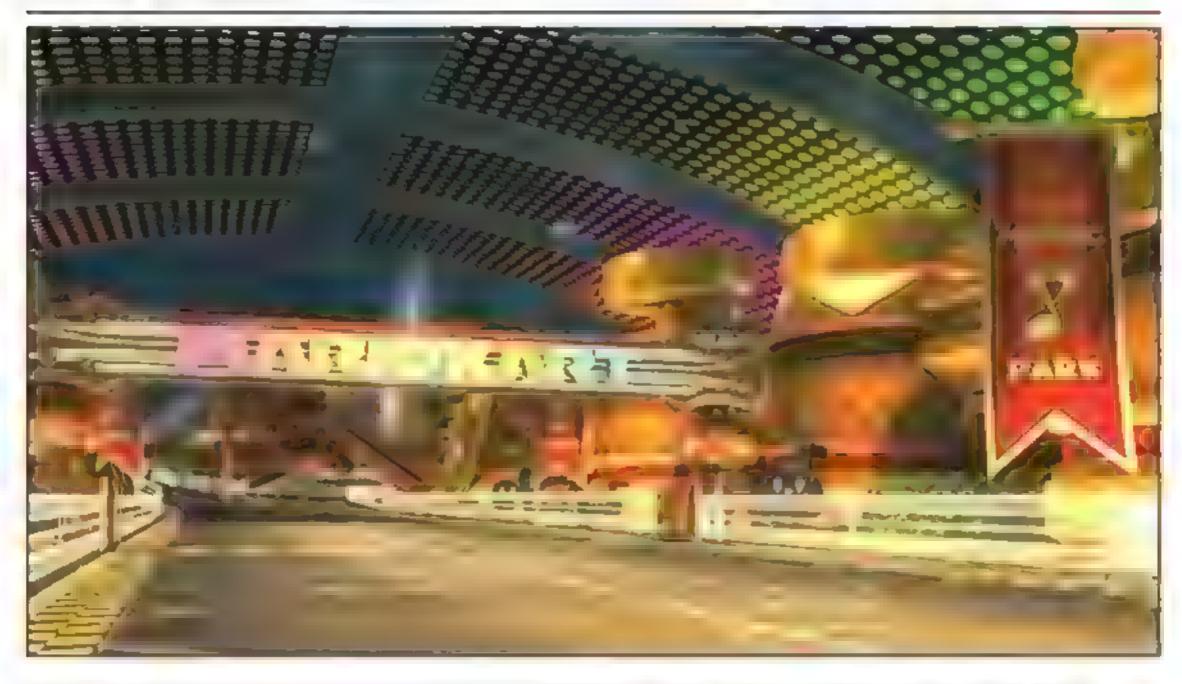
You can use a Mushroom to take this glide ramp shortcut across the snow and head straight for the finish line.



If you ve already expended a Mushroom to take the shortcut described at Point 4 stay on the ice, drifting and Mini-Turboing as much as you can, taking the final series of curves as tight as possible



3DS Music Park



Music Park returns to Mario Kart 8 Deluxe. Almost unchanged from its first appearance, Music Park is still a whimsical race course with a soundtrack that changes with every massive plano key and tambourine that racers drift and bounce over Even the Piranha Plants snap to the beat. Don't get so lost in the music that you forget where you are on the track.

CAUTION: ROADSIDE UNASSISTANCE



Plano Keys: Some of the tough turns on this track are over large plano keys. These "bumps" in the road can be Jump Boosted, but this can also be enough to send you off the track!



Piranha Plants: Once again,
Piranha Plants have decided to
make themselves a huge nuisance
chomping to the beat as racers
drive past them. Avoid the
spotlights shining over these plants
unless you have a Mushroom to slip
past before the Piranha Plants take
a bite out of you



Bouncing Notes: These enormous notes appear near the end of the course, bouncing to the rhythm and crushing any racers unlucky to be underneath them. You can Jump Boost if you jump at the same time the Bouncing Notes land on the track.

Grand Prix



Patches of grass like the one next to the first set of Item Boxes you encounter can be bypassed with Mushrooms. Having one by this point in the race is a rarity, as there is another location where the item is best used. Keep an eye out for opportunities to exploit the grass patches as you race.

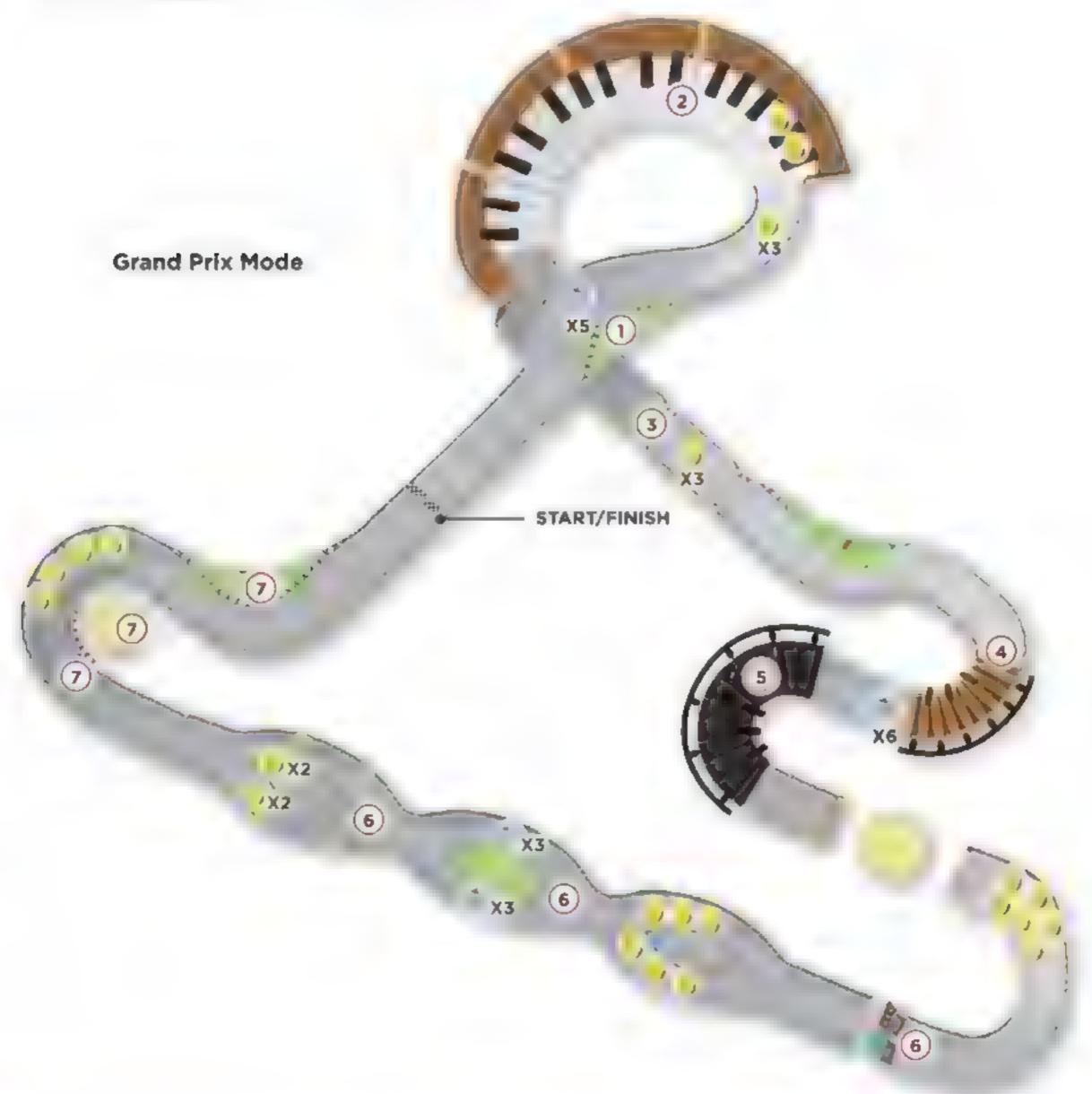




It's tempting to try and drift on the outside of this turn, using the dash panels as opposed to sticking to the piano keys on the inside of the track. Don't fall to this temptation! You're almost always going to be able to overtake any racer that strays to the outside if you stick to the white piano keys. The closer to the abyss you are, the better



There are four pipes on this stretch of road. At any given time, two are lit up by spotlights, with Piranha Plants waiting for racers to drive into the light so they can take a bite out of them. Avoid the lights entirely, or use a Mushroom to fly past the plants before they can react.





For the next two hairpin turns, you don't necessarily want to be in as tight as possible.

Hitting the raised keys will actually slow you down, and Jump Boosting off them can cause you to lose even more speed from a bad landing. In the worst case you might even throw yourself off the track!





The glide ramp before the Bouncing Notes alternates between locations depending on

the background music. While it is tempting to try and stay in the air, you can get more speed by weaving and mini-boosting through the light curves of the track, and you can collect items to help you while on the ground



This doozy of a shortcut requires you to cut the second-to-last turn hard to the right, jump off a small ramp, bounce off a tambourine and onto a grassy patch facing the finish line, and then boost away with a Mushroom. If you're not equipped to make the best use of this shortcut, do what you can to prevent other racers from making use of it while taking on the final turns!

Time Trial



As crazy as it might sound, you'll have to pass up many Coins on the first piano key turn. Drift through it as close to the edge as possible (See the picture for a good example.) You can collect at least one Coin before this turn on Lap 1, and more are on the way



When driving past the Piranha Plants, do not swerve violently out of their way, as this will cost you a lot of speed. Curve yourself around the spotlights gently, collecting a Coin as you squeeze past the baddles.



For the two consecutive hairpin turns with raised piano keys on the inside track, drift through these turns as close to those raised keys as possible, without hitting them.





Crossing
the first
tambourine
on Lap 1, we
recommend
not actually
Jump
Boosting off

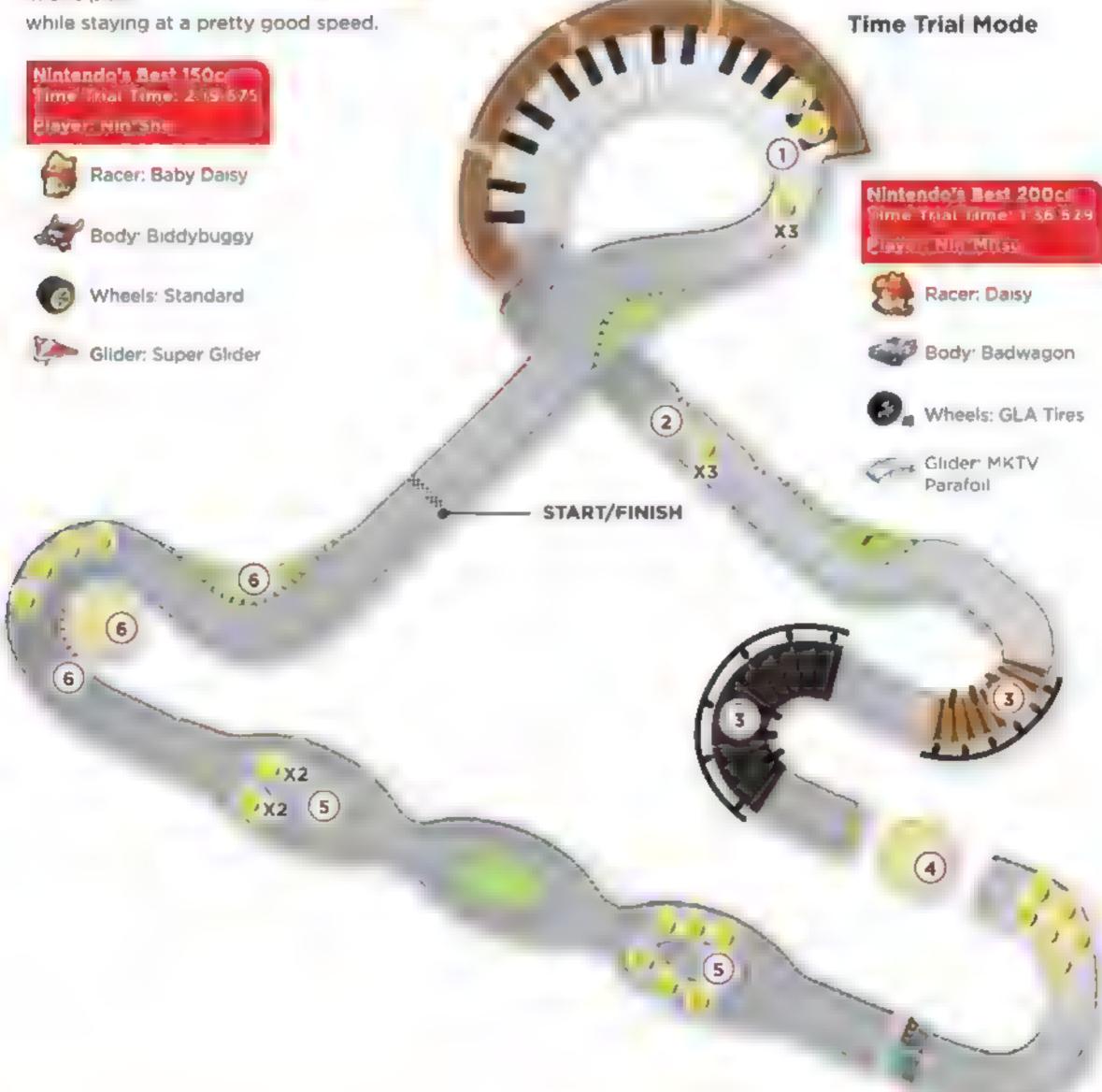
of it. You're still hurting for Coins at this point, so a standard bounce across the gap will give you a better shot at snagging three Coins in one pass. For later laps, go as fast as you can

When
navigating
the Bouncing
Notes on Lap
I, you can
co ect at least
five Coins
in one pass



The shortcut near the end of the course is mandatory if you want to have a competitive lap time. Start the

The shortcut near the end of the course is mandatory if you want to have a competitive lap time. Start the final turn early, Jump Boost off the ramp on the inside of the turn onto the tambourine, then Jump Boost away from it onto the grass, and Mushroom across the finish in e. Simple to read on paper but practice is required for perfecting this shortcut!



N64 Yoshi Valley



Don't be deceived by the appearance of the Leaf Cup finale. Yoshi Valley opens with a deceptively complex, maze-like design, but it is actually quite simple to push through this maze to quickly get to where you need to go for the second half of the course.

CAUTION: ROADSIDE UNASSISTANCE



Goombas: You've seen these goons before, and they're no different from when you first met them. Weave around them unless you've got the firepower for a more permanent solution!



Swoops: These cave-dwellers only appear in one small section of Yoshi Valley's maze-like opening section. They aren't too threatening, but they can fly low enough to hit racers and slow them down



Yoshi's Egg: This enormous Yoshi's Egg rotates around a mesa near the end of the course, acting as a guardian to a bridge you need to cross. Don't let it crush you!

Grand Prix



After the first turn, you enter the "maze" of Yoshi Valley a senes of interconnected paths that ail eventually lead to where you need to go. Red arrow signs show points where you can choose a different branch in the road. These roadways are much thinner than most of the other parts of the course, so expect some chaos as racers arm themselves with items!

THE TRACKS—LEAF CUP



Going right twice takes you to a cannon that will blast you to where you need to go, but ironically



this is one of the slowest ways to accomplish this.

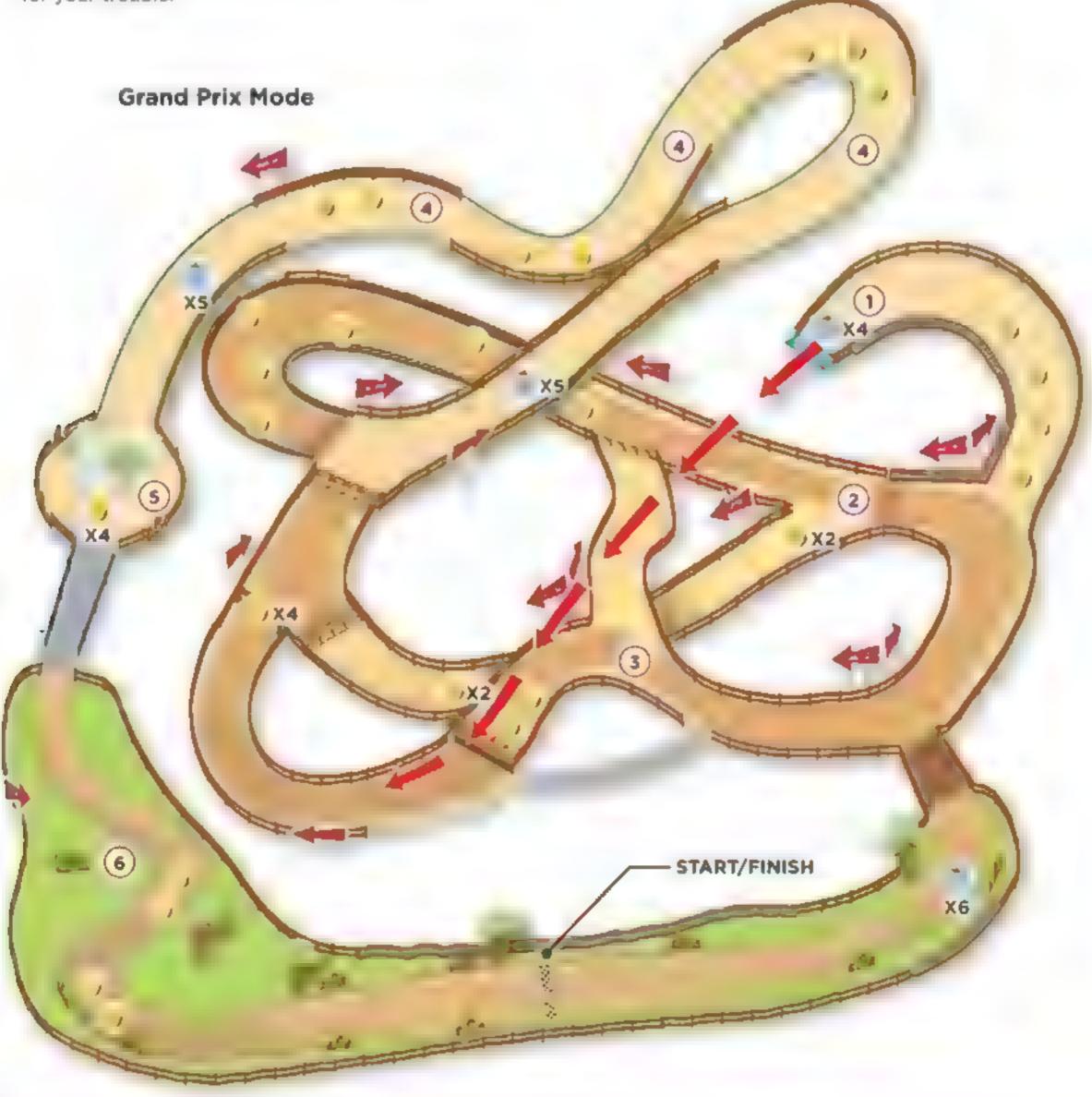
Going right at first toward the cannon. but choosing to make a left as soon as you can and then following



this route, will take you into a Swoop-infested cave As scenic as this route can be, it's definitely not the most efficient! There are some extra Coins to collect for your trouble.



Going to the left and following the track while navigating around Goombas will take you on a direct and the fastest, path to the next real section of the course. You can also use a small wooden bridge shortly after your first left, though that route is slightly longer despite being more direct in nature





As you break out of the maze on your chosen route you'll ultimately end up on a long and wide stretch of curvy road. Watch yourself near the edge of this section of the course, as there is a conspicuous lack of guardrails throughout the area. If you're a heavy racer, definitely try to force your lighter rivals off the course by any means you see fit



The massive Yoshi's Egg rotating around this mesa is fairly easy to evade. The real problem is the small bridge behind it. It's narrow enough that the right items applied here can make life very difficult for anyone following you.



The final series of turns up a grassy hill can be made much shorter with smart Mushroom use

Time Trial



Don't waste time in the maze! Take the left side routes on every lap. On Lap 1, don't take the bridge that comes just after your first left turn. Take the path right next to it, slip past the Goombas, and collect two Coins in the process



Your third Coin on Lap 1 can be retrieved on one of the final ramps you can Jump Boost from on your way to the second half of the track



The winding path to Yoshi's Egg has seven Coins to collect. When you finish Lap I, there should be seven



fewer Coins in this section.

THE TRACKS-LEAF CUP

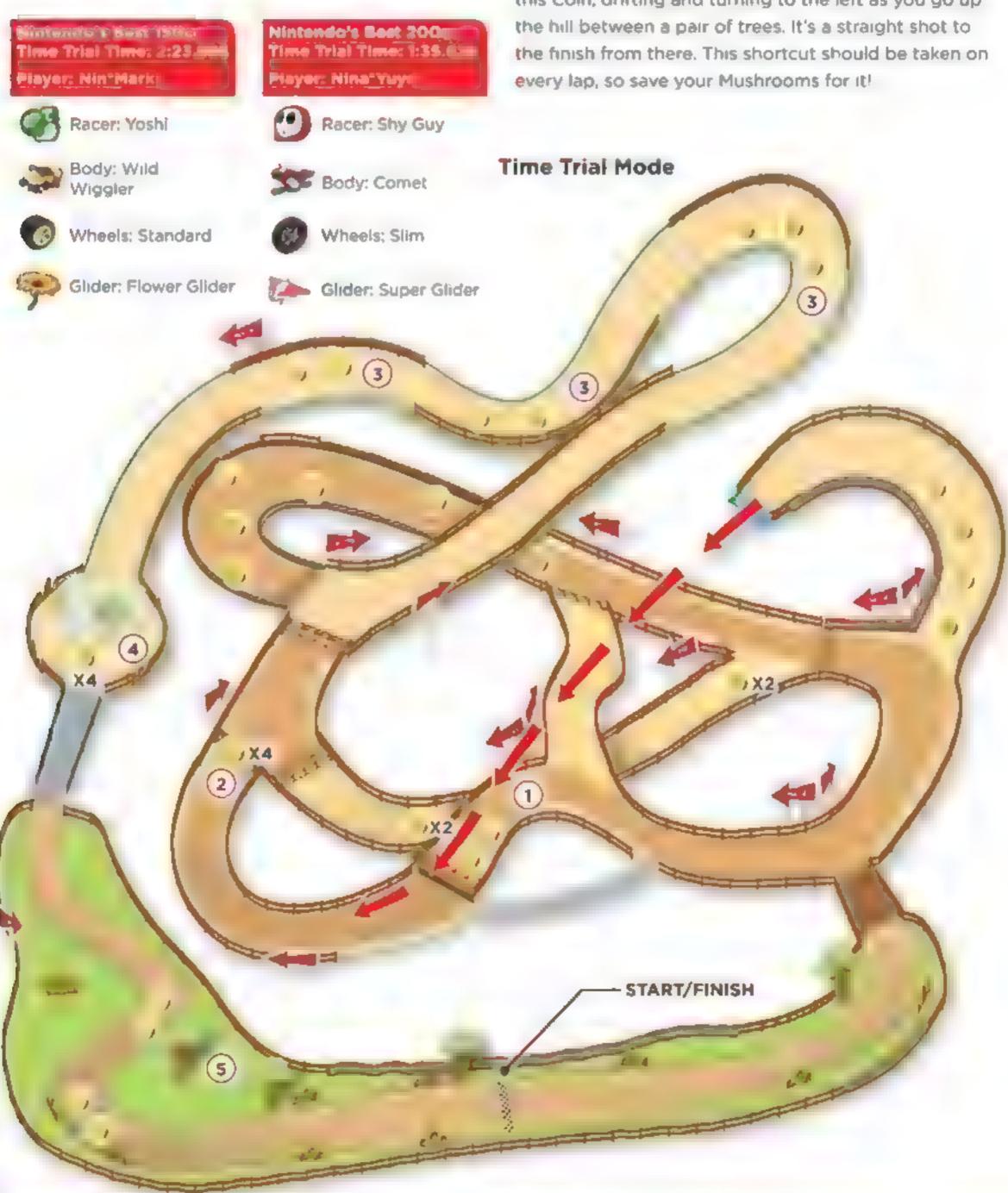




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If you still haven tigrabbed ten Coins by the time you reach Yosh is Egg, you can shag at least one or two more from the line of Coins chasing the egg.

After the bridge crossing take the first left, then I ne up with the Coin pictured here aiming for the grass beyond it. Mushroom boost across the grass through this Coin, drifting and turning to the left as you go up the hill between a pair of trees. It's a straight shot to the finish from there. This shortcut should be taken on every lap, so save your Mushrooms for it!



SPECIAL CUP



Cloudtop Cruise



The Special Cup opens with a very fast course. Cloudtop Cruise rewards racers who are aggressive in their execution of Mini-Turbos off any turn, and Jump Boosts off of anything that can trigger them.

CAUTION: ROADSIDE UNASSISTANCE



Barrels: Surprisingly sturdy, barrels on the deck of the airship can impede your progress heavily, but can also protect against incoming Red and Green Shells.

Lightning
Strikes: During
one portion
of the track,
lightning
will strike
alternating sets
of dash panels,
telegraphed by



a growing light above the panels about to be struck.

Avoid the lightning by trying not to drive over those panels.

Grand Prix





THE TRACKS-SPECIAL CUP



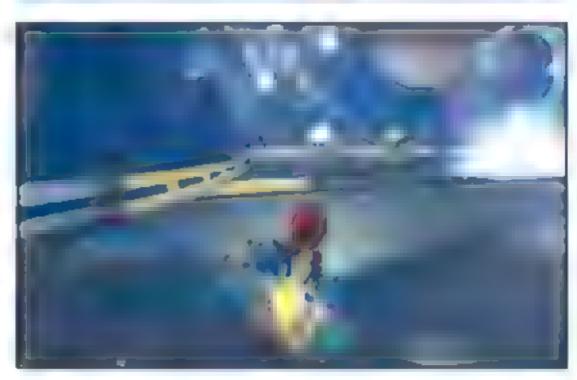








The upcoming turns right after the first bounce pad can be raced through like normal, however, there is another bounce pad that can be used if you take up a proper racing line, aiming for it and the section of track beyond. Scoring another Jump Boost here, and off the ramp that follows, is a good way to stay ahead of the pack





At the bow of the airship is a cannon that shoots you through the clouds to reach another section of the course. Dash panels litter the track, and you want to use these However, lightning strikes these panels in an alternating pattern. Watch for a strike to start building up so you can avoid that panel altogether

After a sharp right turn, you're dropped onto an airship with two paths around the central



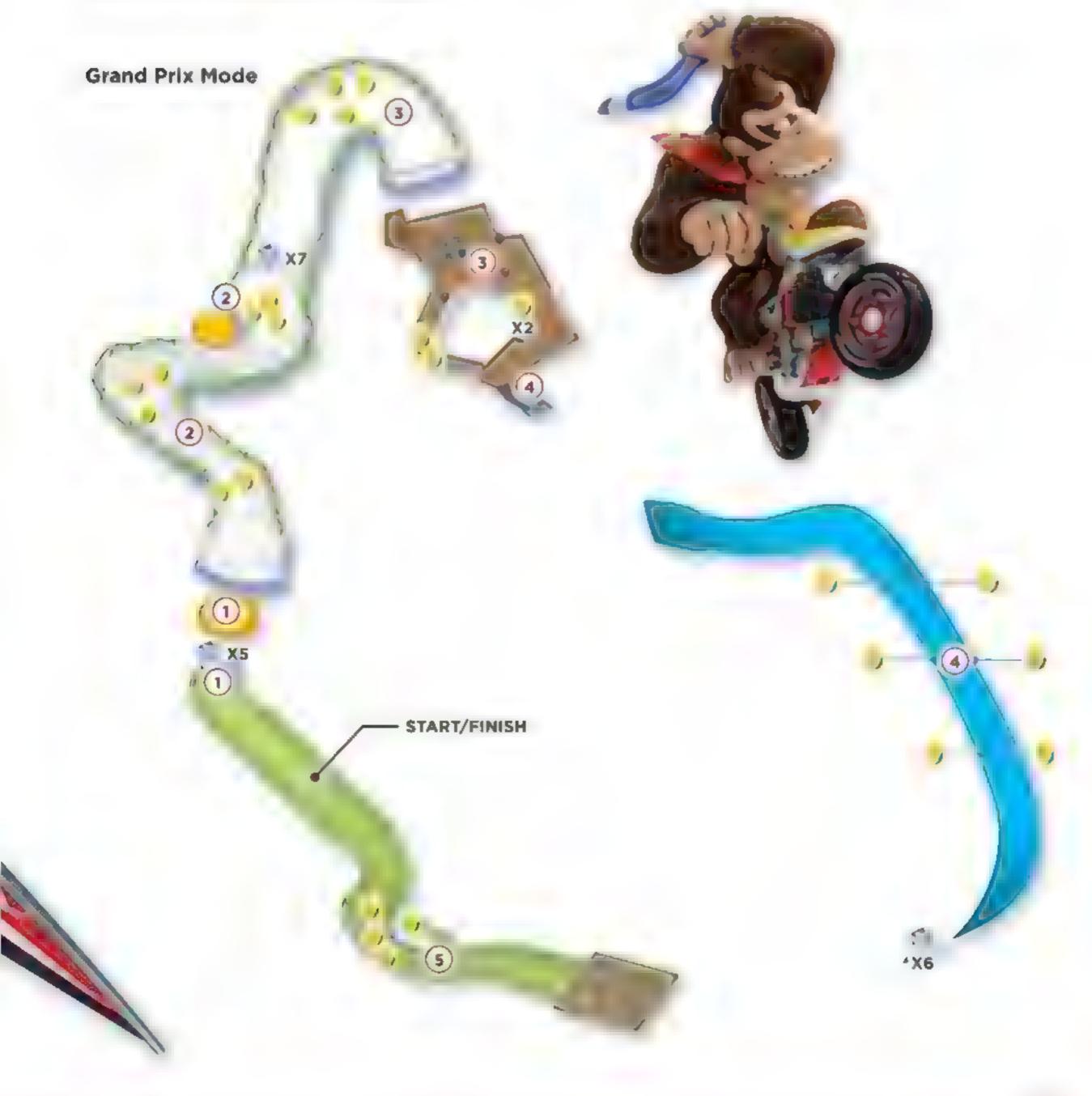
propeller. Neither path is particularly faster. Both feature barrels that can slow you down if you don't have the speed or the assistance of items to break through







As you shoot out of the clouds, the final turn leading to the finish line can be seen. More importantly, there is a pair of leaves to their ght of the track suspended in mid-air. You can use these leaves to cut that corner. Be VERY careful using that shortcut if other racers are around. If you reliably ght racer and make contact with someone heavier, you'll fall into the abyss!



THE TRACKS-SPECIAL CUP



Time Trial



Jump Boost off the dash panel ramp and the bounce pad right after the race starts

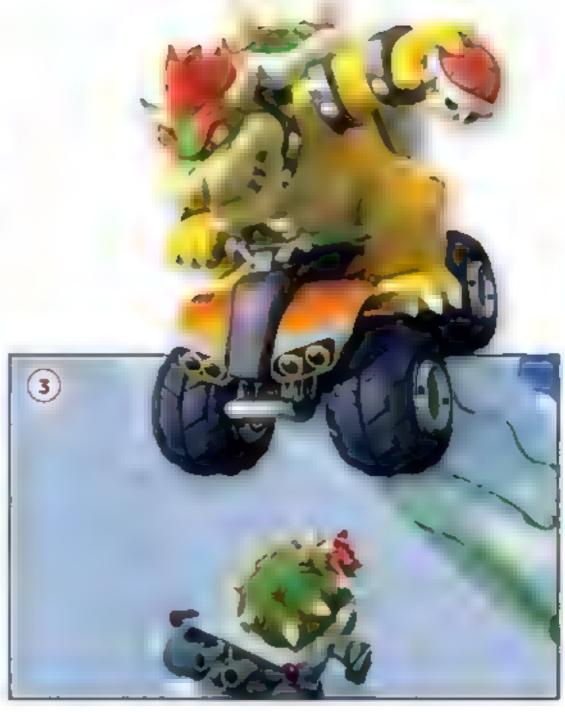




The follow-up
S-curve lines
you up for
the first major
shortcut of
the race
Collect the
two Coins on



the inside lines of the S-curve while making tracks for the short cloud ramp that launches you onto another bounce pad. Drift aggressively through the S-curve to try and score Mini-Turbos in between collecting the Coins, and make sure you Jump Boost off the cloud ramp, the bounce pad, and the ramp that you land on beyond the bounce pad



Just past the gauntlet of Jump Boosts is another sharp right. You have a choice of drifting on the outside of this turn to collect three Coins, or cutting the corner close and snagging only one Coin on the inside line. Be sure to Jump Boost off the ramp that follows!





The track split on the airship contains Coins on both sides. For Lap 1, take the right-side split to pick up two more Coins. Drift and Mini-Turbo through this turn, then do a drift and Mini-Turbo hard to the right to launch yourself forward toward the cannon at the front of the ship. For the right route, you can collect one Coin while sticking to the inside line. Take this route for future laps.

After getting launched into the clouds, you must use the dash panels to speed through this section



While also avoiding the lightning that strikes them However, during Lap 1 you'll want to favor the far left side of the track to collect two more Coins. This will cost you some speed as you'll miss dash panels to collect both Coins, but you can make up for this using a Mushroom in between panels. You can use two Mushrooms on Lap 1 to ensure you collect two Coins, saving a third Mushroom for the final lap.

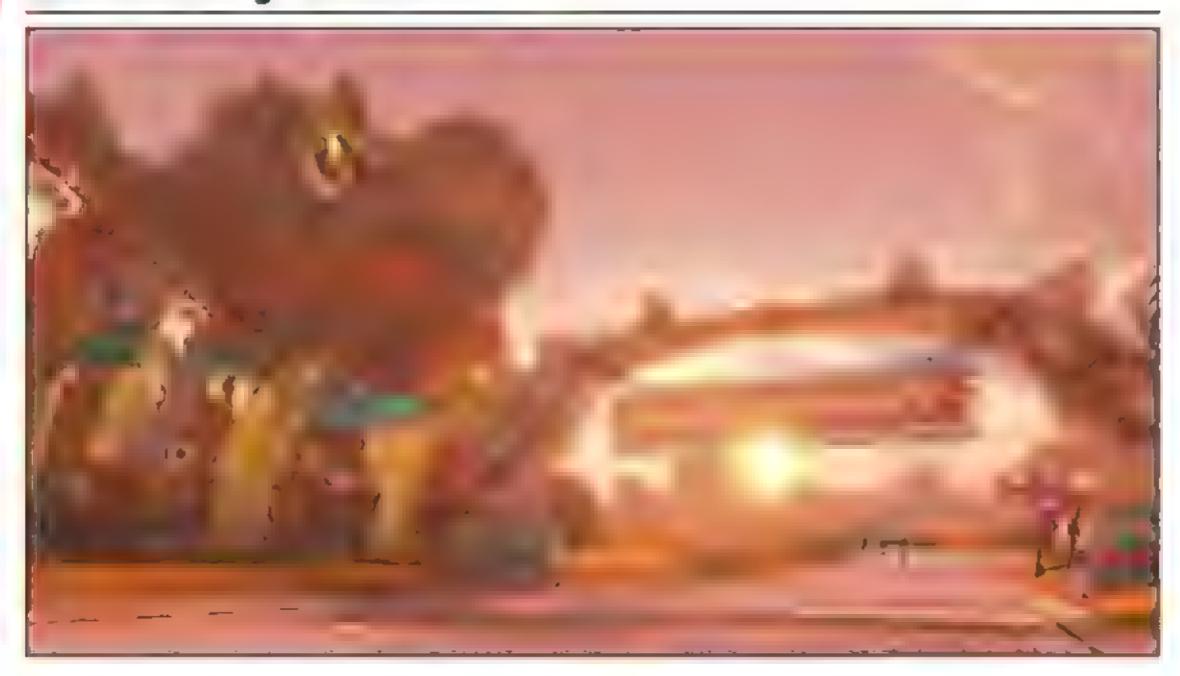


The final shortcut is absolutely required to score top lapit mes, and contains one more Coin for your trouble. When hopping from each leaf, be sure you Jump Boost, and when leaping from the second leaf make sure you're lined up with the finish line!





Bone-Dry Dunes



Desert sands and and entiske etons make up most of this course. When playing in the Grand Prix mode, be on the lookout for heavyweight racers if you're a lightweight character. One wrong bump can send you into a wall, or into the sands off-road, the latter of which takes more time to recover from

CAUTION: ROADSIDE UNASSISTANCE



Bone Piranha Plants: Various points of the course are protected by these skeletal monsters. They act the same as other varieties of Piranha Plant. Stay far enough away, and they can't hurt you



Dry Bones: These former Koopa Troopas serve their master, even from beyond their final resting place

Grand Prix



Be aggressive
in these
opening
turns and go
for multiple
Mini-Turbos.
If you're lucky
enough to

have started at or near the front of the grid, you can reach Item Boxes early to deny at least one or two racers valuable weapons. Spectators in airships will toss Coins onto the track, so be sure to collect the Coins if you're out in front!



The patch
of sand at
the center of
this oval can
be blasted
over with a
Mushroom. Be
sure to Jump

Boost off the ramp at the end of the sand!



After crossing the bridge, you can choose a lower road or an elevated road. In both Time Trials

and the Grand Prix, there's not much call to take the higher road unless the lower route is rendered completely unsafe by Bananas

A split in the road protected by a Bone Piranha Plant leads directly to the major decision point



of the race. On the right side of the track behind the Piranha Plant you can see an antigravity panel that will take you on one route, while passing that ramp and following the main road leads you



Taking the antigravity panel puts you on a bone road filled with Spin Boost pillars. Take advantage

of the speed boosts they can provide, and don't miss scoring Jump Boosts off the ramps here. Eventually a launch ramp will send you flying over a chasm

The lower route is not quite as fast as the bone road, and is guarded by multiple Bone Piranha Plants



However, with the use of a sand geyser in the chasm following this section of the course, you're in better position to reach a more advantageous route



THE TRACKS—SPECIAL CUP





Beyond the chasm is a cave with two routes to drive The first and most obvious route is the one on

the ground level. If you followed the bone road, or get a boost off the sand geyser that spouts at the center of the chasm, you can glide up to the upper route



The lower route in the cave is protected by a trio of Dry Bones. If you have a Mushroom,

you can bypass the Dry Bones and a good chunk of the last turn toward the finish by rocketing off-road to the left of the Dry Bones, aiming toward the finish line. Watch out for obstacles off-road that can slow or stop you when using this shortcut!

Time Trial



Drift and Mini-Turbo through the opening S-curves
As you approach the split in the track on Lap 1, airship
passengers will toss three Coins onto the approach
to the left track. On Lap 2, three more Coins will be
tossed onto the approach to the right track



After the split tracks rejoin, you have a hard right turn, followed by a hard left. The left leads into a

ramp you can Jump Boost from over a bridge. You can collect at least one Coin from this ramp, through we recommend sticking to the right side of the bridge jump if possible, to better line you up for the next turn.



After the bridge jump, the track splits again into upper and lower routes. Take the lower route and stick to the inside of the turn as best you can!



The track splits again shortly after the first split, this time with a choice to go left or right around a Bone Piranha Plant, each path with three Coins to collect The inside route is slightly faster, but it is much harder to make the right turn onto the antigravity panel for the next course section. The outside route works best both for collecting Coins and aligning for the antigravity panel





The next track split isn't even an option; the antigravity panel will take you on a section of the course with multiple Spin Boost pillars for additional speed boosts If you stick to the center of this route, you can collect

three Coins and hit most of the pillars with the sides of your vehicle



As you fly across the chasm from your wall ride you can still aim to reach the upper route if you launch from the far-right side of the gilde ramp. The turn is much easier from there, and a lows for a Jump Boost If it looks like you're not going to make it dive for the lower route and get ready for a very sharp left turn.



Avoid them, and line up for this final shortcut between two bone piles to the left of the course using a Mushroom to keep up your speed. This II help bypass the final turn and put you on a straighter line for the finish!





Bowser's Castle



As one would expect of Bowser, his castle is filled with all manner of obstacles meant to interfere with plucky plumbers and kart racers alike. Higher-difficulty races through this course can be extremely challenging as you'll be fighting the course almost as much as you'll be fending off the items from other racers!

CAUTION: ROADSIDE UNASSISTANCE



Laser Statues: While not active during Lap 1, the last two laps activate Bowser statues that fire lasers onto the track.



Fire Bar: Certain gaps and sections of the track are protected by rotating fire-chain traps. Anticipate where the fire chains will be and position yourself to drive where they won't be



Lava Geysers: The last major jump of the castle is over a chasm where lava geysers will shoot up from the depths. Pay attention to your height and avoid contacting them!



Bowser Monument: This massive centerplece monument is a livelist punches at the course, sending shockwaves through the track.



Ball and Chain: The ball and chain swings over gaps if you hit the ball head-on, you'll be brought to a halt!



Rolling Boulders: Near the end of the course, bou ders begin to roll downhill toward you

Grand Prix



Jump Boost
off the bridge
leading into
the castle
itself. The
corridor
beyond will
have multiple

laser statues, but they are only active on Laps 2 and 3



The first Fire Bar trap comes after a set of hairpin turns. You can Jump Boost off the ramp in front of the fire chain to help speed past it, The track just before any given trap is prime territory to set Bananas



and force racers to take potentially unsafe paths to avoid your items and the traps!



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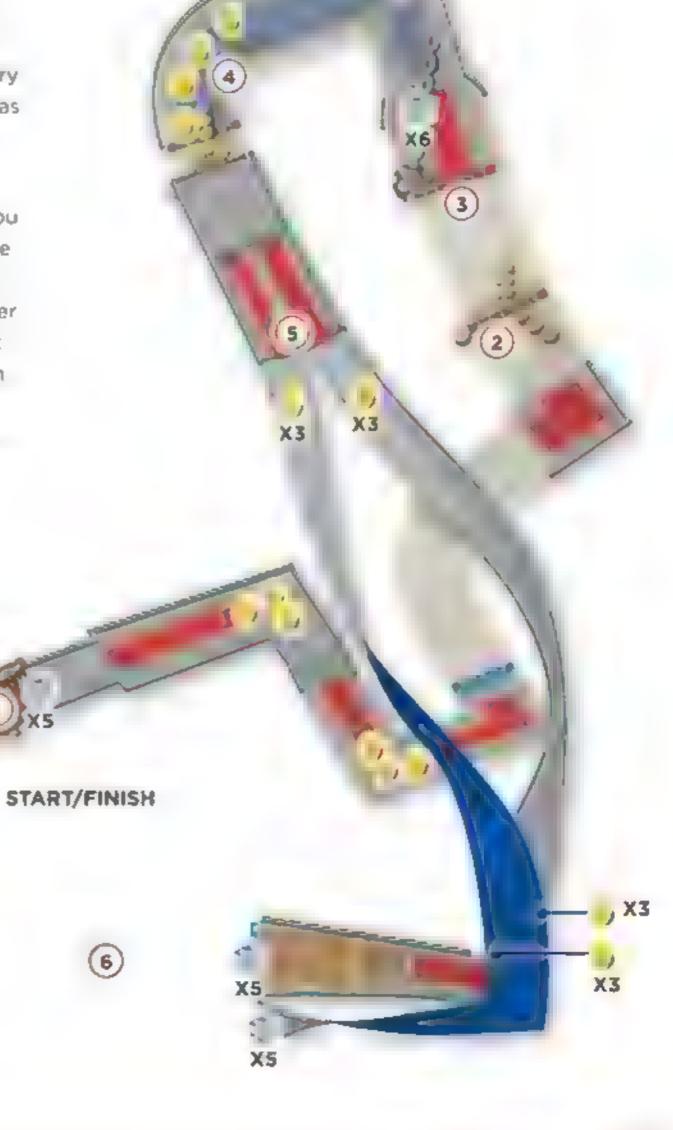
Make sure you align with the next part of the track after slipping past the fire chain A similar setup awaits

with a ball and chain. Touching it even slightly will cause you to spin out and lose Coins!



Another hairpin turn is just past the ball and chain, leading to another ramp and another Fire Bar trap

Grand Prix Mode



THE TRACKS-SPECIAL CUP





The course splits into two antigravity paths, with the Bowser monument punching away at both

You can Jump Boost off the undulating portions of track, sometimes repeatedly when you're driving away from the statue. Just make sure the monument doesn't flatten you with its fists!



Regardless of your chosen path, both will launch you across a lava chasm. Make sure you don't stray too low

so you don't hit the lava geysers, or fail to make the jump entirely!



The last part
of this course
is a long right
turn going
uphill, while
boulders roll
down the
hill. As you

reach the end of the climb, you can choose to stay on the inside track, or take a raised part of the track for another ramp to Jump Boost off of.

You can also
cut a good
chunk of the
inside track
by using a
Mushroom
across a
portion of



rough dirt on the right side of the track

Time Trial



You can Jump Boost off the ramp bridge leading into Bowser's Castle—do this on every lap



On Lap 1,
the laser
statues are
inactive and
the first turn
to the right
can be easily
navigated to

collect three Coins while drifting on through. Three more Coins can be found in the middle of the track on the second turn to the left



After a relatively simple S-curve, you have to navigate the Fire Bar/ball-and-chain gauntlet. Stay focused on the road ahead so as you slip past the traps (while Jump Boosting off the ramps in front of them), you're aiming yourself toward safe racing lines



This long
turn to the
left has four
more Coins to
collect. Try to
snag 'em ail
on Lap 1, and
on future laps

cut this turn as tight as you can to the left side of the track. Be ready to avoid the upcoming Fire Bar trap!



The split
routes around
the massive
Bowser
monument
can be
exploited for
multiple Jump

Boosts just after the monument punches them. Jump at the peaks of the hills rolling along the track. If you managed to catch up to the shockwaves going in your direction, you can even score multiple Jump Boosts! There are two rows of three Coins that you can collect from each route



Be careful
when gliding
across the
chasm here
Lava geysers
will knock you
out of the air
if you're too

low. Try to center yourself with the track as you finish crossing the chasm. There are three more Coins to pick up if you need them



Cut across
the rough
terrain at this
corner with
a Mushroom
to save some
time It also
helps to be

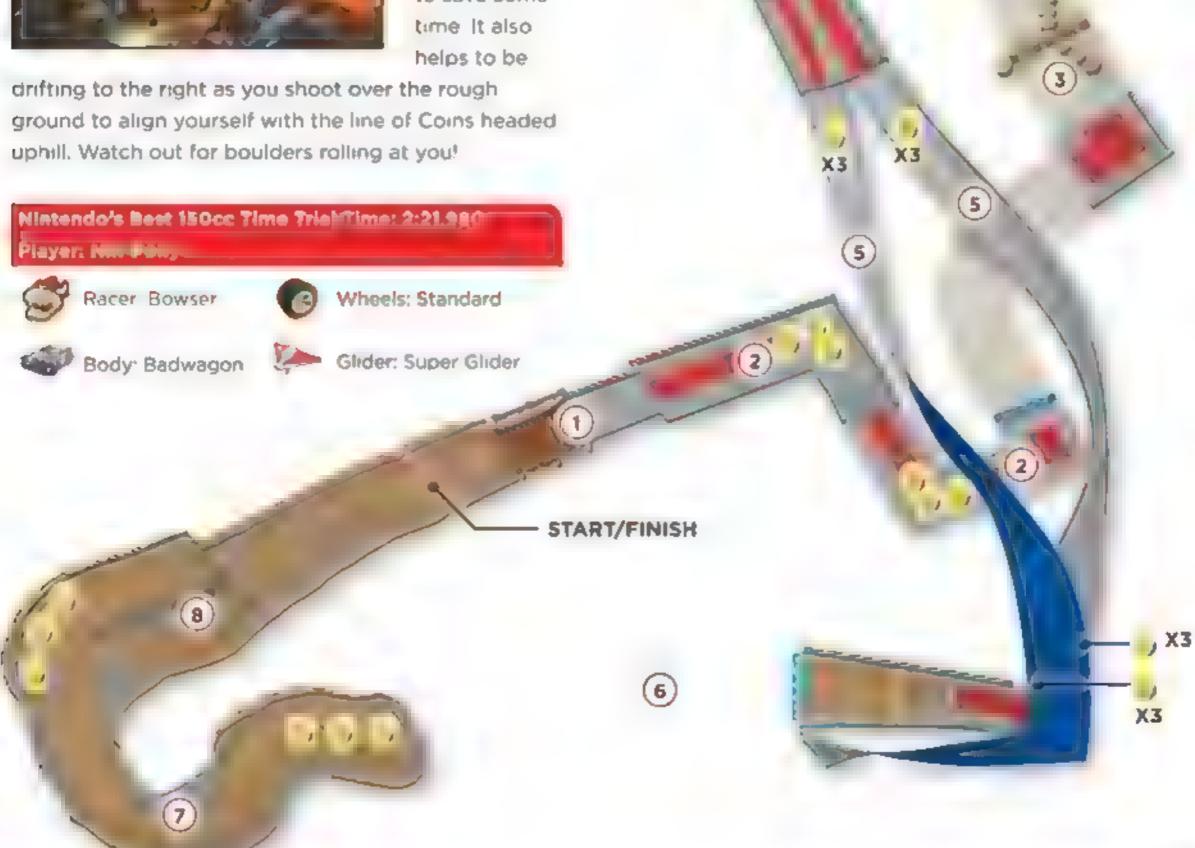


In the final stretch, the S-curve to the right of the ramp is actually faster to race through.

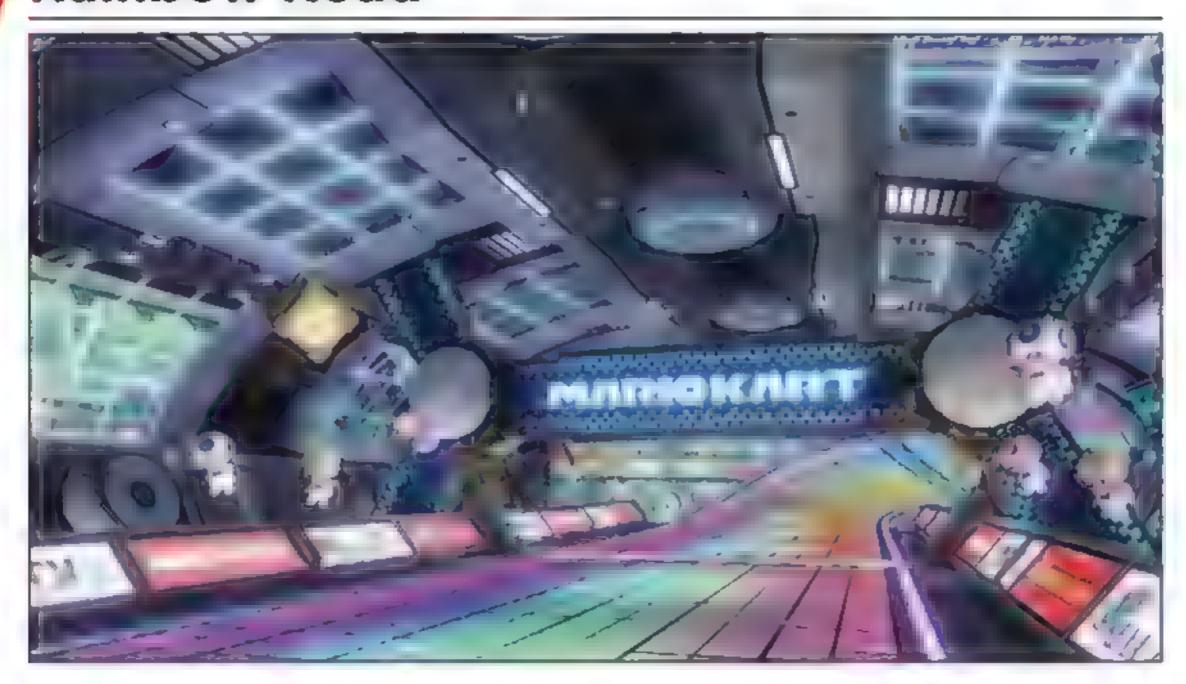


165





Rainbow Road



Racing in low orbit is a fitting way to end the Special Cup in what has become a Mario Kart tradition, many long stretches of Rainbow Road have no protective walls. Combine that with the slippery antigravity sections of the track, and you can be in for a rough race, particularly on higher difficulties.

CAUTION: ROADSIDE UNASSISTANCE



Satellite Conveyor Belts: Part of the race takes you through a space station with conveyors that alternate in the direction they travel. Watch the arrows, and only drive on the belt that is helping you move forward.

Grand Prix



The first two big turns can be a doozy. The ant gravity panel before it makes your controls more suppery and there's no retaining wall throughout the turns. Watch your flanks when passing through this turn—a rival racer can send you off the side!



A glide ramp sends you flying toward the space station. Don't miss collecting some Coins while in mid-flight.



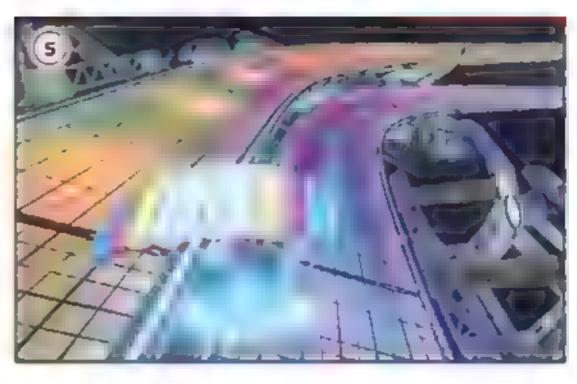
The conveyor belts inside the space station will change their direction with every lap.

Stay on the

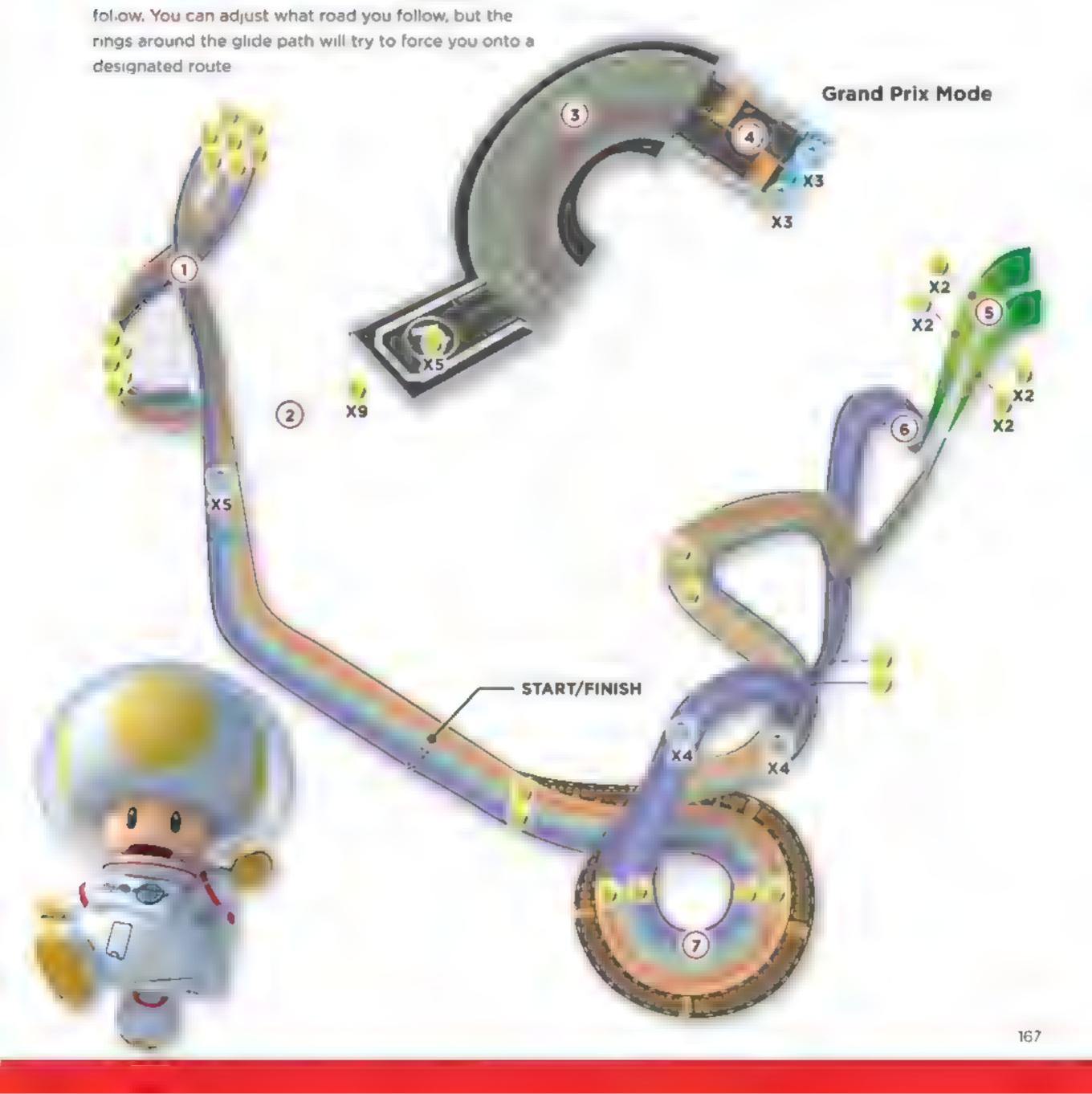
belt with green arrows pointed in the direction you need to go.



Dash panels
will propel
you toward
one of two
glide ramps
leading to
afternate
roads to



The split roads have no walls for the majority of their length, and are dotted with Spin Boost pillars to boot Always know if you've got racers close by. During harder-difficulty GP races, these two paths can be a boulevard of broken first-place ambitions. It's very easy to get knocked off'







An amazing shortcut is available if you take the right-side glide ramp onto the lower route of the split course section. Marked by a lone Spin Boost pillar, if you drive straight off the track behind the pillar, you'll land on another piece of the track looking right at the final hairpin of the track, and you'll have cut a good chunk of the course to boot! No Mushroom is required for this stunt



The final
hairpin
turn before
the finish
is another
doozy. If
you're not in
a particularly

maneuverable vehicle, sticking to the inside line might be hard. You can drift farther to the outside and use the dash panels there to make up for taking the longer racing line. Whatever you choose, if you have Bananas, this turn is a particularly cruel place to deploy them, as you can easily make racers fly off the sides of the track!

Time Trial





Time Trials
are all about
getting the
most out of
every single
drift you make
and cutting
your turns
as tight to
the inside
racing line
as possible
The first two
turns have
five Coins

Rambow Road

to collect on the inside of the track, and six on the outside. It's worth staying on the inside line for all three laps. After Lap 1, you should take these two turns with drifts that have your front wheels literally hanging off the side of the track!



For all three laps, when gliding over this chasm, try to collect at least one Coin while lining up to take on the upcoming space station



Landing on the station near the M platform should give you another chance at more Coins. Make sure you Jump Boost off the ramp onto the conveyor belts, and aim for the belt on the inside of the right turn up ahead. If that belt has red arrows pointed at you, use a Mushroom to power through the belt.



Always choose the glide ramp on the right, as it leads to the lower route in the split course section, which leads directly to the big shortcut of the track. Both routes feature multiple Coins to collect. By the time you get to this point in Lap 1, you should be at or close to ten Coins





The shortcut, marked by a lone Spin Boost pillar, at the center of a curve to the right, is vital to take if you're trying to break records. As you go off the seemingly blind jump to the track below, aim





The last hairpin is tough, but for maximum speed should be taken as tight as possible on every lap in a Time Trial Hang those front wheels over the edge of the course while drifting



Wheels Slim

G der Super Glider

Peach

Body Comet

Standard

Parafo

Glider MKTV

LIGHTNING CUP

DS Tick-Tock Clock



Precise racers with an excellent sense of timing will be tough to beat on Tick-Tock Clock. Some of the best shortcuts are only available at certain points of the race, on specific laps, as the gears and clock hands keep turning regardless of what the racers are doing.

CAUTION: ROADSIDE UNASSISTANCE



Moving Clock Hands: Clock hands stretch across portions of the course, becoming small ramps to Jump Boost off of, or bridges that span over pits. Unfortunately, these clock hands remain in motion during a race, and they may be more harm than help



Gears: Massive gears make up a lengthy section of the course, and they switch the direction of their rotation on a fairly regular basis. If you're on these gears, try to drive in the direction they spin to avoid losing speed



Clock Pendulums: While the pendulums move fairly slow, they are large enough that they can block a good portion of the course and force you to go out of your way to avoid them

Grand Prix



After the first turn, you come across a large clock-shaped portion of the course. The hands of the clock move throughout the duration of the race, so you can't always expect to use them to cross the gap at the center of the clock. On the outer edges of this section are dash panels, Coins, and many item Boxes



When navigating past the pendulums make sure you score jump Boosts off the ramps and try to collect Coins and items along the way



The two glide ramps here alternate between being active and inactive. If you choose to glide,

you can avoid dealing with the rotating gears in the next section, while collecting Coins in mid-air. Set Bananas on these ramps in hopes of tripping up the competition, if you can.

You'll
eventually
have to land
on the gears,
so make sure
you land
on the side
of the gear



that is pointed in the direction you want to go if you ignore the glide ramps, or land early, you can maintain good speed by weaving around the central pillar of the gears, making sure you're always being helped forward. You can also score Jump Boosts off of the teeth of the gears.



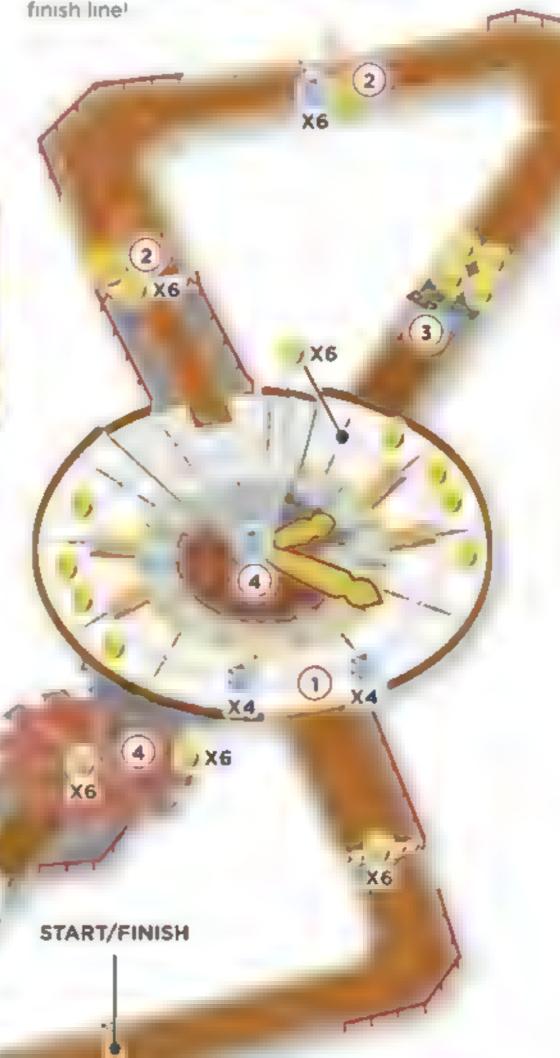
The final turn
leading to
the finish has
more clock
hands that
can help or
hinder you
On Lap 1, if

you're going fast enough, the long minute hand might be in place for you to use as a tough shortcut to navigate. Later laps will not afford you this luxury

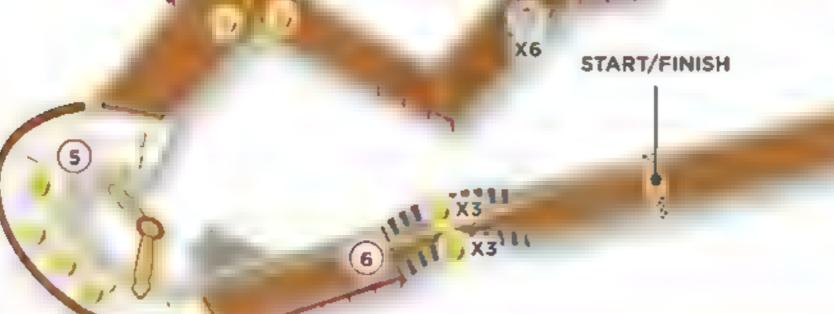


The final
stretch uphil
to the finish
has a pair
of gears on
either side of
the track. You
can ride along

the gears and Jump Boost off them, though you li only benefit if the gear is rotating toward the









Time Trial



On every lap after the first turn, you can collect at least one Coin as you Jump Boost over the hill ramp down toward the clock section



clock hands
are arranged
in such a way
that you can
cross the
center of the
clock without
falling into
the abyss, if
you're skilled
enough. To
get the most
out of this
shortcut will
require you to

On Lap 1, the

Jump Boost off of the ramps on the sides of the clock, and at the center of the clock itself



After navigating past the pendulums, collecting another Coin in the process, you have to choose whether or not you want to glide into the rotating gears section. Don't miss out on collecting the Coins in front of the ramps



With smart uses of drifting and Mini-Turbos, you can gain a surprising amount of speed by driving over the gears and Jump Boosting off their teeth. Just make sure they're rotating in the direction you want to go!

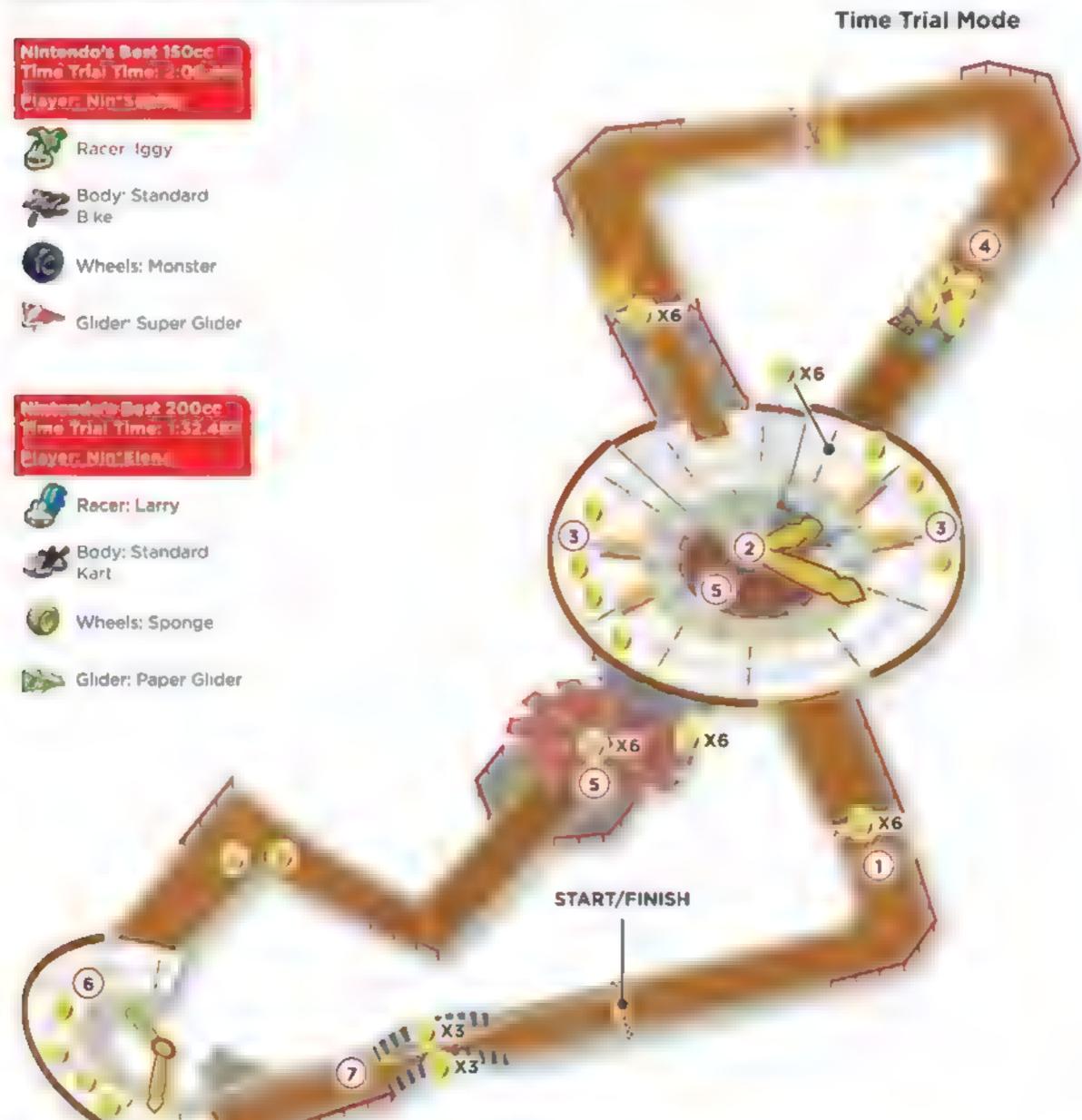




This last turn is a doozy. Thanks to the clock hands, you don't always have an easy way to cut the last corner over the gap, You can use a Mushroom and Jump Boost off the sides of the clock hands to bridge the gap, but this can get tricky as the Time Trial progresses



Ignore the gears on the side of track as you sprint toward the finish line. Even if they're going the direction you want to, you lose some speed on contact with the gear itself





3DS Piranha Plant Slide



Arguably one of the fastest courses in Lightning Cup, the aptly named Piranha Plant Slide has racers tearing past the dangerous foes, following rushing currents of water through a sewer. Drivers will have to think fast and act faster to handle the sharp turns, Goombas, and Piranha Plants that dominate the track

CAUTION: ROADSIDE UNASSISTANCE



Piranha Plants: Two enormous

Piranha Plants dominate important
passages of this race course. Pay
attention to what direction they
are facing, and don't get close to
that side of their pipe unless you're
using a dash panel or a Mushroom
to get past them



Goombas: Once again, Goombas try to make nuisances of themse ves on this course



Water Currents: As you descend into the underground sections of this course, the water flowing through the sewer can grant you some extra speed. It can also put you in some sticky situations because of how fast you'll be moving. The water flows at the start of the course also take Item Boxes with them, so bear that in mind



Water Jets: Near the end of a lap, you'll be racing underwater. Jets of water turn on and off throughout this section of the course, which can put you out of position while you navigate other hazards set down by your opponents



Drain Pipes: Pipes dump water into a bottomless pit that you must glide away from, Getting caught in these waterfalls can send you plummeting into the darkness!

Grand Prix



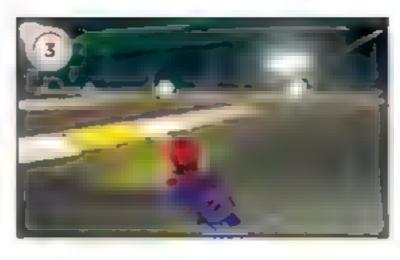
Right as you start, when driving down the curved slide, try to stay in the water rather than riding on

the raised sections of the slide. You're pushed along by the currents while in the water Don't miss Jump Boosting off the ramps as you enter the sewers!



When approaching the first Piranha Plant, pay attention to what side it is facing, and drive on the

opposite side, staying in the water to keep up your speed. A mean trick here is to use items to force other racers to fall in range of the plant so it can bite them



After slipping past the first Piranha Plant, the course takes a sharp left turn, through a small group of

Goombas. You can avoid most of them by sticking to the inside of this turn, close to the wall



As you clear the Goombas. you can try to jump onto a set of floating blocks to collect some Coins with the

help of dash panel ramps If you have Bananas, you can set them on these blocks to catch racers who try to follow you onto these







There's a lack of guardrails on the two turns leading up to the large pipe that takes you underwater. As you Jump Boost off the small pipe ramps, watch for opportunities to knock rivals off the track, while also keeping an eye out for them trying to do the same to you!



After the pipe sends you underwater you're close to the second Piranha Plant This guy has some serious

range, so unless you have a Mushroom to boost past the side he's facing, or use the nearby dash panels, you don't want to be caught unawares by him!



The glide ramp at the end of the water section sends you flying upward past a number of drain pipes

Do not touch the water flowing from them, as you'll likely not manage to make it to the landing site for your final run toward the finish



This winding series of turns has Goombas and fake signs of Goombas waiting for you! Avoid the real baddies

as best you can while negotiating the turns. You can use Mushrooms for a significant shortcut here, so if you manage to get one in the water section, hold on to it! Once you get through this final series of turns the finish line is literally around the final corner!

Time Trial



The general rule for the first part of this Time Trial is simple: stick to the water as much as you can to

enjoy the boost from the water current. Also, take advantage of any ramps you encounter throughout for Jump Boosting purposes



Slip past the first Piranha Plant, and aim for the ramp behind it so you can leap onto a smaller section of the

track to collect three Coins On the following laps, it's faster to drift and Mini-Turbo in the water currents on either side of the plant



The turn just beyond the Piranha Plant should be cut as hard to the left as possible. Do this to avoid the Goombas and line up for one of the dash panel ramps that can launch you onto one of the floating block platforms, which contains some extra Coins.



Two small pipes on the ground in this section of the course have three Coins floating over them. It's tough, but try to collect the Coins and Jump Boost off these pipes!



The underwater section is straightforward for the most part. During the first two laps, it's easily possible to collect six Coins in one pass! As you approach the second Piranha Plant, stay to the right side of the track, and use the dash panel to blow past the baddle with no fuss at all

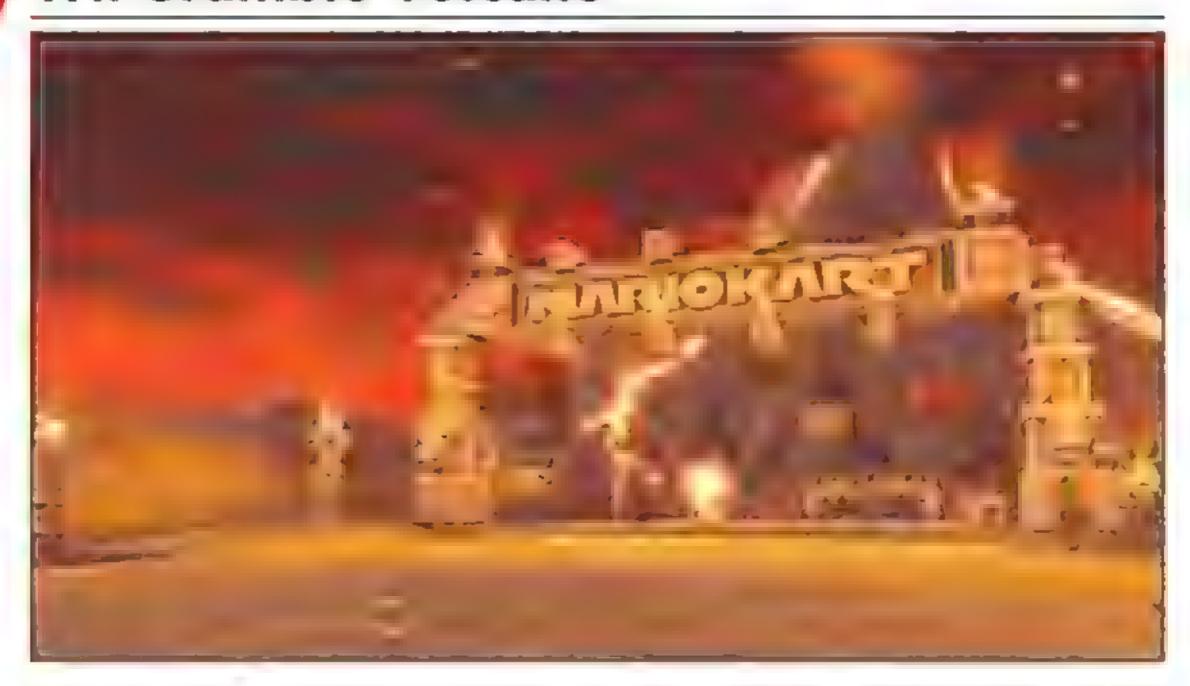


After launching out of the water section back onto dry land, you're on your way to the spot where you'll want to use a Mushroom for all three laps. Launch yourself across the grass, through the pictured sign, while drifting hard to the left. By this point in Lap 1, you should already have ten Coins, so you can afford to miss a few here. Just make sure you hit this shortcut every time!





Wii Grumble Volcano



Grumble Volcano puls no punches. With every lap, the terrain changes as who e sections of the course collapse into the lava. The volcano itself spews flame that fouls up sections of the track, the road is uneven, and it sivery easy to take a lava bath if you're not paying attention.

CAUTION: HOADSIDE UNASSISTANCE



Fire Snakes: Hopping around on the track, these I ving flames are seemingly strategically placed to be in your way at the worst possible times.



Volcanic Activity: The titu ar Grambie Volcano erupts in the distance sending lava flying onto the track. You don't want to be where that stuff lands



Fire Patches: Lava spewed by the volcano leaves large patches of fire on the track sometimes forcing you to pick aid fferent racing line to avoid taking a hit



Unstable Terrain: With every lap sections of the course collapse into the lava. These changes will force you to drive down different routes. One of the major shortcuts only becomes available on Lap 3 because of this instability.

Grand Prix



The section of road just after the race begins provides a basic example of how the track will

change as the race progresses. Two of the Coins on the right side of the course will become unreachable when the land underneath them sinks into the lava on Lap 2.



The first turn inside the mountain starts out wide and easy to navigate As the race progresses,

huge chunks of the track break away, leaving you with much less room to drift through the turn. This turn becomes a hot spot for placing Bahanas to send racers flying into the lava!



THE TRACKS-LIGHTNING CUP





The road
splits up into
upper and
lower paths,
following
more or less
the same
turns. You can

drop from the upper path down to the lower if you slip off the right side of the route. The lower route isn't decisively faster, but it is a bit easier to navigate.



The paths
rejoin as you
exit the cave,
and another
moving
platform
awaits
you. On

this platform is a glide ramp, an invaluable tool for reaching some more Coins caught in the air. This is another amazingly evil spot to set Bananas so you can send some rivals tumbling into the lava!



The road from the glide ramp platform splits twice for very brief periods. The upper routes have dash

panels to make up for being longer to navigate, but you're generally faster on the ground. Watch out for fire patches on the ground, caused by the erupting volcano!



This tall
mountain has
two routes
around it
The first is
to climb up
it, following
the road to

the left. Fire Snakes populate this narrow road, so be careful as you handle this turn. At the top of the mountain is a giide ramp that will send you on a straight line to the finish



The righthand route
is faster, but
more complex
to navigate,
requiring
sharp turns
to stay on

the road while avoiding the rough terrain and the Fire Snakes on the path



Things near the mountain change on Lap 3, with a portion of the course sinking away to reveal a small stone

ramp. You MUST have a Mushroom available if you want to safely use that ramp to cut past the final turn for a more direct shot at the finish line

Time Trial

Collect one
of the two
Coins on the
right side of
the course
just after
you start. On
later laps, the



ground will have collapsed underneath them



Remember
that the first
turns as you
enter the cave
will be more
dangerous
to navigate
on later laps,

when the ground has collapsed into the lava. Make sure to collect three Coins on the inside racing line during Lap 1. As you exit the turn, try to set yourself up to collect the two Coins on the moving platform before you enter the next part of the cave



At the track split, stay on the lower level, and make sure you collect the three Coins on that path. You

can score multiple Mini-Turbos during this long turn.



Exiting the caves, you can choose to glide over many of the most dangerous obstacles and

collect more Coins in the process. If you've driven well on Lap 1, you can have ten Coins once you finish crossing these moving platforms

181



The two
raised
portions of
the track do
contain dash
panels to
speed you
along. The

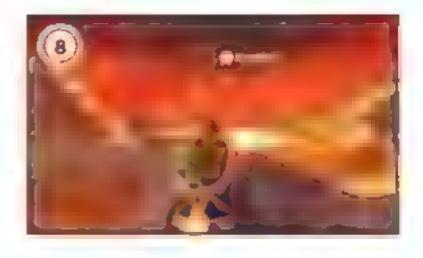
first of these raised portions can help cut down on your times. The second forces you to take a wider and longer path to reach it, and it's overall faster to stay on the ground level and drift through the turn as tight to the rough terrain as you can

When you reach the final split in the track, take the right-hand route, and cut the final turns by going



across the rough ground with a Mushroom.

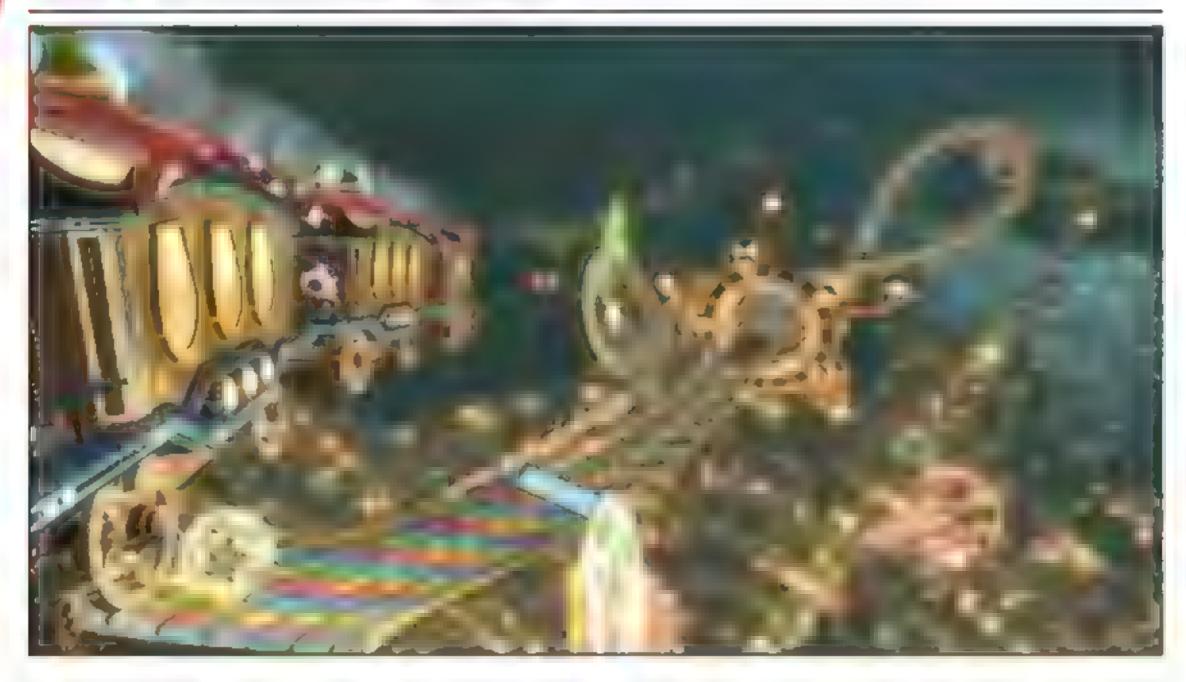
On Lap 3, the terrain near the final turn on the right route will have changed to reveal a vital shortcut over



the lava. Using this newly created ramp requires a Mushroom, so make sure you save one for it! **Time Trial Mode** me: The , X2 Racer: Roy Body: Badwagon Wheels: Off-Road Glider Super G der or: Nin'Maria Racer Morton 1 X2 5 Body Standard Bike , X4 , X7 Wheels Cushion START/FINISH , X2 Glider Parachute) X3 7 6



N64 Rainbow Road



Mario Kart 64's classic Rainbow Road returns to Mario Kart 8 Deluxe! A course known by many for its incredible length compared to all others in its original appearance. N64 Rainbow Road is still one of the longest tracks in the game. Divided into three distinct sections, and having seen some significant changes from its original incarnation, this course is a colorful send-off to the Lightning Cup!

CAUTION: ROADSIDE UNASSISTANCE



Chain Chomps: The enormous, unchained Chain
Chomps bounce on sections of Rainbow Road
sending rippies throughout the track. You can Jump
Boost off the crests of these ripples. Just be careful
that you don't send yourself flying off the track, or
directly into one of the Chain Chomps!



Make sure you go through all three star rings on the first downhill slope. When you get to the glide ramp at



the bottom, fly through the two floating star rings.



A train full of Toads flies past this long, winding curve to the right, tossing Coins onto the track



The Chain Chomp bouncing on the track causes it to ripple. You can Jump Boost off the crests of these rolling hills for extra speed—multiple times if the hill is rolling the direction you're traveling.





The second
section of
the course
begins with a
long winding
right turn that
takes you up
to a second



Not long after the third section of the course begins you enter a series of consecutive turns, and

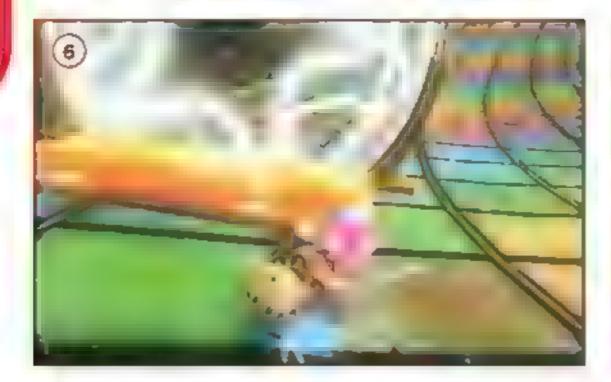
rippling section of track with two Chain Chomps making waves this time

with increasingly fewer guardrails to stop you from sliding off the track if you slip up! Consider holding on



THE TRACKS-LIGHTNING CUP







The star ring dash panels here can be beneficial to use if you're drifting at the correct angles to hit

them while avoiding flying off the course. This marks the beginning of the final straightaway in the course, with only one final glide ramp to launch you toward the finish line!

Time Trial



Don't miss any of the star rings while going down the first hill



You can't collect every single Coin that the train passengers throw onto the course during the

first turn, but you can drive away with at least five
Coins to your name while drifting through this section
of the course. You can also use one of your three
Mushrooms to exit this turn a little faster

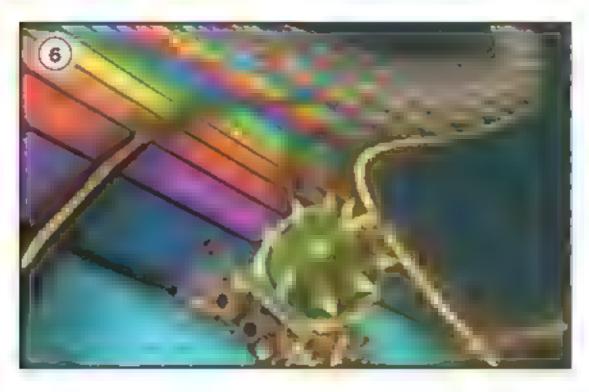




While Jump Boosting off the hills being made by the Chain Chomp, don't miss out on collecting Coins on the track just before you pass the Chain Chomp They can blend in with the course, so pay attention! You can find more Coins on the second Chain Chomp section



As you leave the Chain Chomps behind, the train flying next to the track will drop more Coins for you during a long left turn. Once you hit your max, you can afford to take any follow-up turns as tight as possible while ignoring extra Coins, The exit to this turn is another good spot to use one of your Mushrooms





The final gaunt et of turns leading up to the final straightaway can be taken as tight to the inside as possible in fact the only time you should drift to the outside of the track here is when you approach the last two dash panels before the glide ramp sends you to the finish if you still have Mushrooms left at this point, the approach to the finish is your last chance to use them!



EGG CUP GCN Yoshi Circuit



A Double Dash classic returns to the fold to start off the Egg Cup. This course doesn't have much in the way of hazards, but there are plenty of shortcuts and tricks for those willing to master its sharp and plentiful turns.

CAUTION: ROADSIDE UNASSISTANCE

Watch Those Turns: There aren't many hazards on this track, but you do have to watch out for the Piranha Plants along the course. You'll mainly have to focus on navigating sharp turn after sharp turn without hitting any walls

Grand Prix



This course starts you out with a couple of hairpin turns before straightening out again. The first turn is a good time to drift and build up a Mini or Super Mini-Turbo. If you grab a Mushroom from the cluster of Item Boxes, you're going to want to avoid drifting too hard through the second turn



A rather
conspicuous
waterfal
presents itself
at the end
of the first
straightaway
following the

previous set of double turns. If you have a Mushroom, you can use it to boost through the waterfall to skip a portion of the track. Make sure to hold right when coming out of the waterfall, or you'll fall off the track and into the ocean



Yoshi's nose
makes for one
of the best
drifting spots
on the track,
so make use
of it Don't
overcommit.

however, the turn ends with another turn, which will be very difficult to make if you're going at blazing speeds from a Super Mini-Turbo.

You'll also find a small collection of Coins on the outer lane, along with a grouping of Item Boxes. Try drifting through both of these elements. If you miss one or both of them, that's okay. It's more important for you to drift through this entire section until you reach a Super Mini-Turbo. Besides, there's always the next lap



This Piranha Plant marks a shortcut for those with Mushrooms (or those boosting from a Mini-Turbo in 200cc). Boost by their ght side of the pipe to the track below to cut down your travel time.



On the outer side at the base of Yoshi's neck, you can find a small ramp and some Coins if you're willing to defy gravity a bit it's only worth it if you're confident that you'll earn a boost by timing your jump-button press when riding off the ramp



Time Trial



The first turn of the track is an easy spot for a Super Mini-Turbo. Never miss the opportunity to drift through this turn.





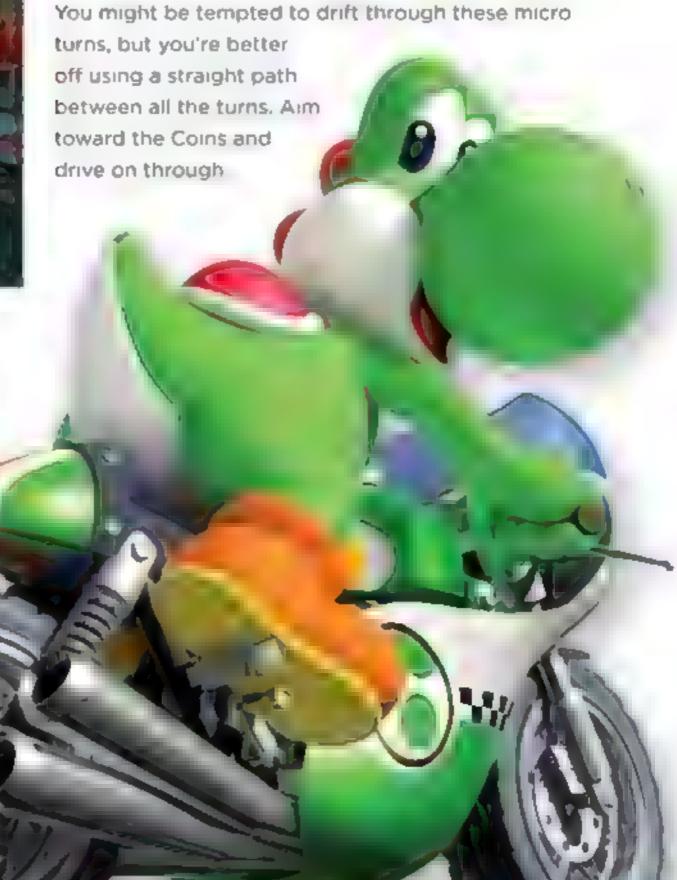
The waterfall makes for the best use of your Mushrooms on this track, but avoid going through it on your first pass. You'll want to follow the normal route to grab the four Coins that line the track ahead. After the first lap, use your Mushrooms to jet through the waterfall every time you see it

A word of warning: make sure to angle yourself to the right when launching through the waterfall. When you come out the other side, the course will be sharply angled to the right





Stick to the main road here unless you're in 200cc or driving with a Cruiser-class racer. If you don't completely clear the path between the wall and the Piranha Plant, you'll lose a good bit of speed, which will render this shortcut pointless.





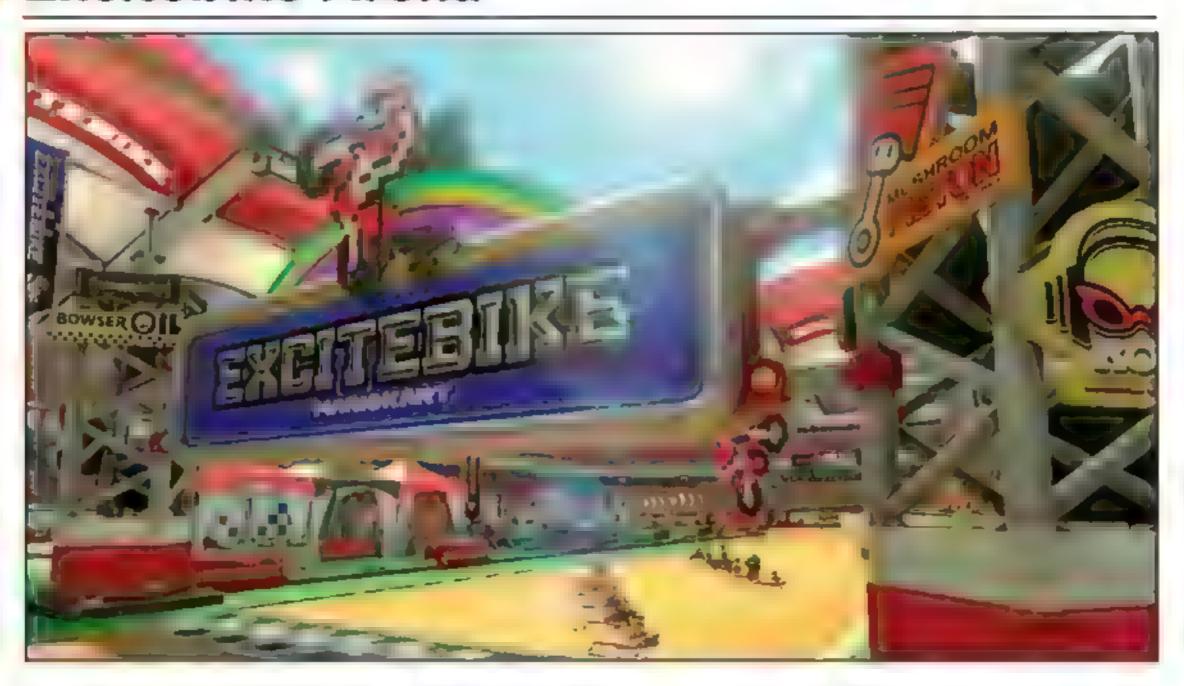
Ride along the side of the wall on your first lap if you need more Coins, but ignore it on following laps. It's faster to stay on the main road than to go for the Jump Boost.



If you skip the waterfall for your first lap you'll have an extra Mushroom for the rest of the race. Fee free to use it to slip between the tires here to knock a couple of seconds off your time. Only do it once, though. The waterfall is a much better use of your remaining Mushrooms.



Excitebike Arena



Exc tebike the game this course is based on boasted a course-creation system. Not wanting to miss a beat, the Exc tebike Arena does the unthinkable levery time you race on this track, you'll experience a new layout. Master the art of hitting the jump button while riding off ramps, and you'll blaze through this course with ease.

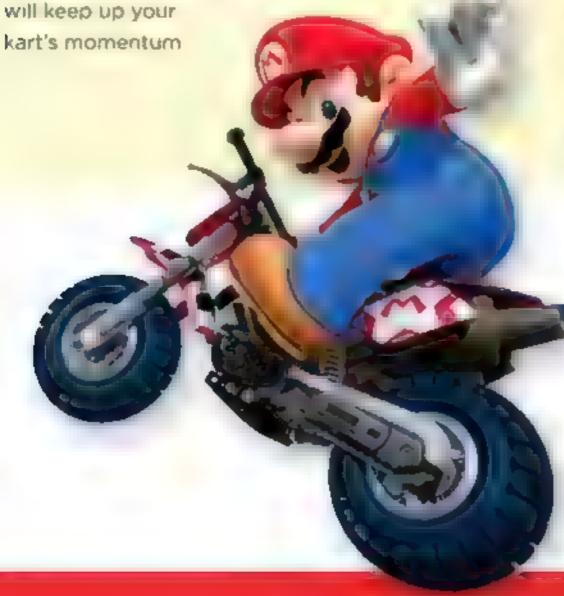
CAUTION: ROADSIDE UNASSISTANCE



Mud: These brown puddles of mud will slow you down if you drive through them, but a weil-timed jump and enough speed



Grass Patches: You've almost undoubted y driven through grass on other courses by this point, so why are we bothering to tell you about it now? Well, because of the variations in this track's layout, you can expect to find large strips of grass that take up half of what should be drivable track. They can sneak up on you, so be ready to swerve into a different lane should one of these patches appear on your version of the course



Grand Prix

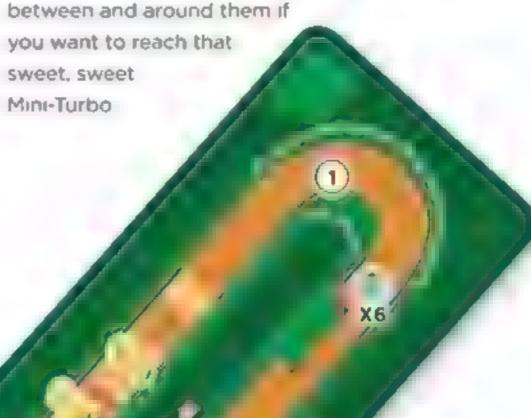


Excitebike Arena is a strange beast. Its layout has a very simple shape, and while the elements on the course shift, they largely stay the same in nature. For example, you'll always find a cluster of ramps at this point, but the number and size of the ramps often vary

Getting first in this course is all about mastering the fundamentals. Press the jump button a moment just before your front wheels leave the top of the ramp and your driver will do a stunt in the air, which gives you a small boost upon hitting the ground. There are a ton of jumps and ramps in this course, so timing your jump-button presses will easily lead you to the head of the pack



It is very common to find mud puddles at this location which slow your kart if you drive through them. The turns on this course are perfect for gaining Super Mini-Turbos by drifting through them. Because of the placement of the mud puddles, you'll need to drift



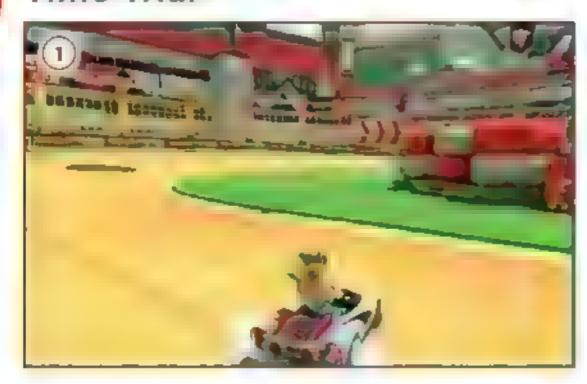
START/FINISH

Grand Prix Mode



There's a large assortment of ramps on this course, one of which can be a bit deceptive. Ramps as shown here hide a patch of grass in front of them. If you're hit just before riding off one of these ramps, you'll fall into the grass below, slowing you even further. If you're not driving at max speed, avoid these altogether

Time Trial



Exc tebike Arena has a standardized layout for Time Trial, so you can know what to expect every time you race the course. For most of it excellent drifting and spot-on Jump Boosts are all you need to beat the course ghost, but there are a couple of tricks that will help you get an even better time.

Straddle the inside I ne of the second major turn while drifting if done correctly you I side right

between the mud pool and the grass and come out

the other side with a Mini-Turbo

For starters, use your Mushrooms exclusively to cut through the grassy knoll on the inside of the first turn. Start a drift while driving toward the grassy area, then hit your Mushroom to boost while maintaining your drift. As soon as you exit the drift, you'll be able to follow up with a Mini-Turbo for extra speed.

Time Trial Mode

START/FINISH



Dragon Driftway



Like the reptile it's named for, Dragon Driftway's narrow paths curve, turn, and practically slither like a serpent. Those willing to brave the borderless edges will be rewarded with first place—or a quick drop into the great below if you're able to master its ever-winding road, you I leave your mark on this challenging course.

CAUTION: ROADSIDE UNASSISTANCE

Watch Those Turns: There are no immediate hazards on this track, but there are plenty of borderless track segments and a massive amount of hairpin turns. Be ready to put your drifting skills to the test

Grand Prix

The course starts off with an antigravity pad at the base of the dragon's mouth Use this



opportunity to nudge other players for a Spin Boost

Immediately
following
the dragon's
mouth, you'll
find a set
ha rpin turns
back-to-back
You'll have



enough time to sneak out a Mini-Turbo at the end of each turn, but don't do more than that. Once you've Mini-Turboed at the end of the first turn, immediately jump into another drift to prepare for the next turn



The next turn is a monster Go into it drifting and try to hug the inner line as much as possible. It's incred bly easy to slide into the outer wall or, if you're not drifting, side off the inner ledge. This is one of the tougher turns, so some practice might be warranted.



the previous turn are two turns that are almost as tight Again, go into them drifting while

hugging the inner walls. The final turn in this set has a large patch of grass that you can motor through if you have a ride with high traction and you enter it with a Mini-Turbo. Otherwise, ride along the edge just in front of the grass





If you're
feeling bold,
you can hit
the ramp off
the course
to the left
before these
two turns and

nearly skip them both altogether. You'll need to stop your drift through the previous turn (the one in **Point**3) at the halfway point, then Mini-Turbo toward the ramp to clear it

After completing those previous three tight turns, you'll hit a straightaway You if encounter



another set of Item Boxes and get a quick breather before being thrust into another series of turns



Shortly after hitting the antigravity panels, you'll encounter Spin Boost pillars in the shape of

upside down gourds. They line the center of the road so make a point to knock them to gain a Spin Boost.



You'll find a series of hamps in the middle of the next straightaway Each of these can be

jumped off of to earn you an additional boost, if your jumps are timed correctly. Make use of them to pull ahead before the finish line.



Time Trial



Beating the track ghost on this track's Time Trial doesn't require many tricks, but it does

require some incredible drifting abilities, if you can master drifting around these corners, you can take the record.

The track starts with a couple of tight turns, then leads up to a large set of turns that are great for building up Mini-Turbos. Try to keep your drift close. to the inside line of the turn; it will save more time overall, as you will have driven over less track during the course of the Time Trial

Release your drift about halfway through the turn in Point 1 and try to point yourself toward this

off cleanly.



(3)

START/FINISH

You can grab some Coins and hit a few Spin Boost pillars by staying in the center of this path.

Make a point to go for Jump Boosts on any of the humps you hit here There are three total humps, but



you'll likely only land on two of them if you time your Jump Boosts correctly



Save your Mushrooms for drifting through this grassy area Start a drift toward the grass, then hit

your Mushroom while maintaining your drift. Once you've cleared the grass, you'll have at least a Mini-Turbo waiting for you on the other side.

ramp. You can save a few seconds

if you land on it and jump

Time Trial Mode

Nintendo's Best 200cf Player: Nin'Arace



Racer Inkling Boy



Body: Splat Buggy



Wheels, Blue Standard



Glider: Super Glider

Nintendo's Best 150cl ma Trial Time: 2:05.95



Racer Lakitu



Body Varmint



Whee's Monster



Glider: Cloud Glider

Mute City



Not content to let Mario and friends have all the funl the the Filter crew have thrown their hat into the racing arena with Mute City a course that defies gravity and the limits of speed. Littered across the entire course are dash panels, mark an optimal path to hit as many of them as possible and youll steal the lead. Miss them and youll be praying for a Lightning power-up to get you back in the race. Mute City is a thrilling and challenging map for all skill levels.

CAUTION: ROADSIDE UNASSISTANCE

Drift Wisely: There isn't much to worry about on this track except for borderless sections and losing control at blinding speeds.

Grand Prix



The first thing you'll see in Mute City is a large cluster of dash panels in the middle of a pair of purple lanes on either side of the track. Drift across these purple lanes to file up your Coins, increasing your top speed



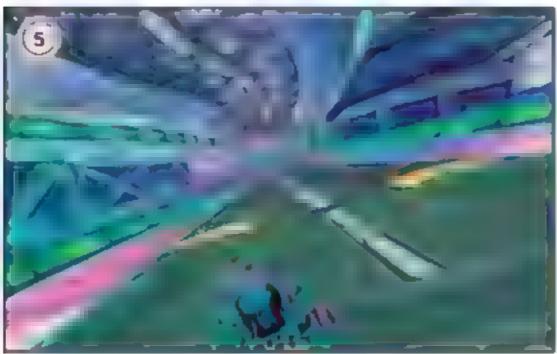
The track drops below these dash panels and begins to curve to the left. Don't let this catch you off guard!

After you drop onto the lower track you'll find a surplus of Spin Boost pillars. Make use of them to

get ahead of your opponents



You If find another jump and drop here. The road will start to veer to the right after you land the jump, so be prepared. Also note that purple pane's and dash panels await you shortly after you land.



if you're not full on Coins yet, hit the purple panels on the left and right sides of this section. If you are, go nuts on the dash panels and cut ahead of your opponents



The shortcut for this track is dev lishly hidden in plain sight. Before you reach the ramp leading to the final, winding bit of the track, hang a hard right to find a ramp just before it. Hit this ramp and the one following it, and you'll skip a solid half—if not more—of the final stretch of the race. If you have a Mushroom, you can rocket off the first secret ramp and fly through the air toward the track below instead.



THE TRACKS-EGG CUP

Time Trial



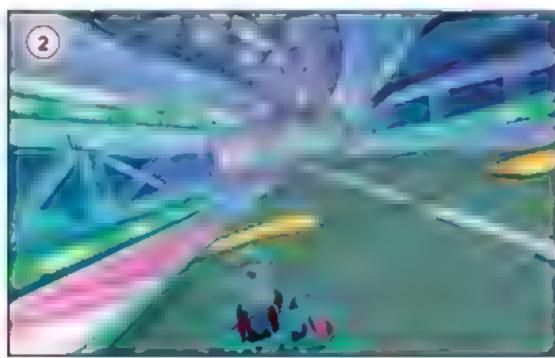
Start your run off by hitting the purple panel on the right to get some Coins. You I be able to reach six or seven Coins easily here, which will put you at near top speed for the rest of the Time Trial.

On fo lowing laps, ignore these panels altogether and focus on the dash panels instead



If you hang a hard right before reaching the ramp leading to the final stretch of the race, you'll find a secret set of ramps. Use your Mushroom to aunch off the top-left corner of the ramp and soar above most of the final stretch of the course. Use your Mushroom here on every lap.

Time Trial Mode



Use this second set of purple panels to fill up on Coins completely. On the following laps, ignore these purple panels and make a path through as many dash panels as you can.

Racer: Mario

Body: Blue Falcon





Wii Wario's Gold Mine



War o's refined his gold gathering process by purchasing a functional gold mine. Mine carts and their tracks litter the insides of Wario's Gold Mine creating hazards for the unsuspecting. There are a few shortcuts available for the bold but take care not to fall off the sides of this borderless track while hunting them down

CAUTION: ROADSIDE UNASSISTANCE



Bats: As is customary in all caves and mines, bats abound in Wario's Gold Mine. Most of the winged rats are harmless, but some will fly clumsily into your kart, forcing you to slow down.

Mine Carts: Mine carts can help or hinder you during a race Drifting by them nets you a Spin Boost, but it's all too easy to saminght into them, so take care.



Grand Prix



Shortly after the race begins you reach a nearvertical drop. A set of dash panels will send you flying before you even realize they're there. A set of Item Boxes follows.



You can nab some Coins and hit a dash paner if you drift onto the hidden area just be ow the west side

of this map. Just make sure not to hit the wall when taking this path

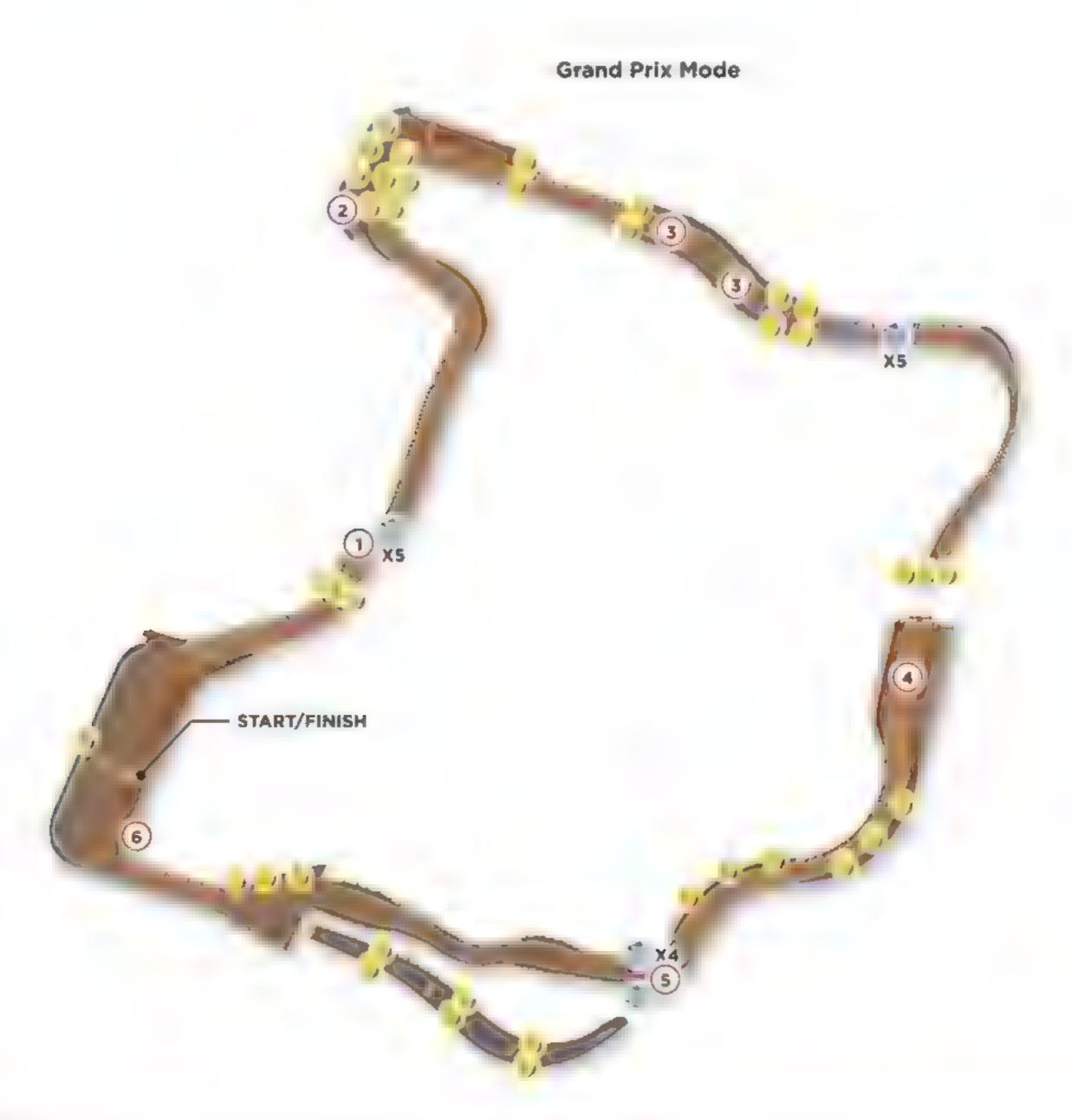




Take care not to hit any of the two sets of bats at the start of the mines. While many of them will fly just above your kart, some will fly straight into it, slowing you down in the process.



After you hit the antigravity section of this course you I run into an active line of mine carts. Drift by them for a Spin Boost, but be careful not to hit them directly.





Stay to the left side of the mine cart tracks while riding through the mine cart section for the chance at a rather large shortcut through the track. There are several Coins and dash panels to help you get going and stay going so don't miss them!

Time Trial



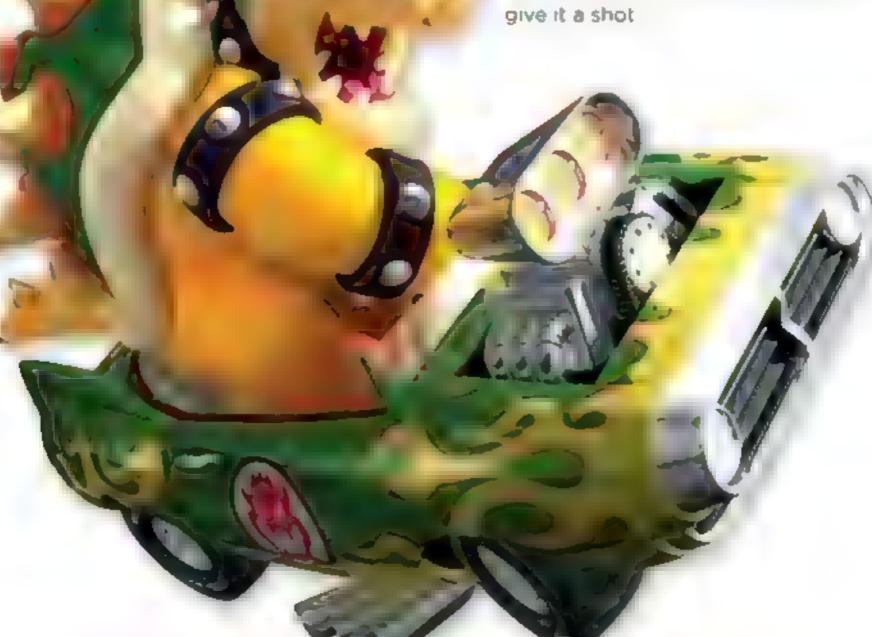
Don't bother going off the side of the road for the path behind the main track. The dash panel may be tempting, but in reality you're pretty much breaking even when all is said and done. Stay on the upper path and grab Coins on the outside of the lane on your first lap. Stay on the inside of the turn on successive laps



On the final turn before the finish line, if you're observant, you can see a small ramp on the right side of the track if you time it right, you can hit the jump button while riding off this ramp to get a small boost and slightly cut corners

You can hit a small jump at the end of this turn to try for a Jump Boost. It can be pretty tight and you run the risk of driving off

the track, but if you feel confident,



THE TRACKS-TRIFORCE CUP



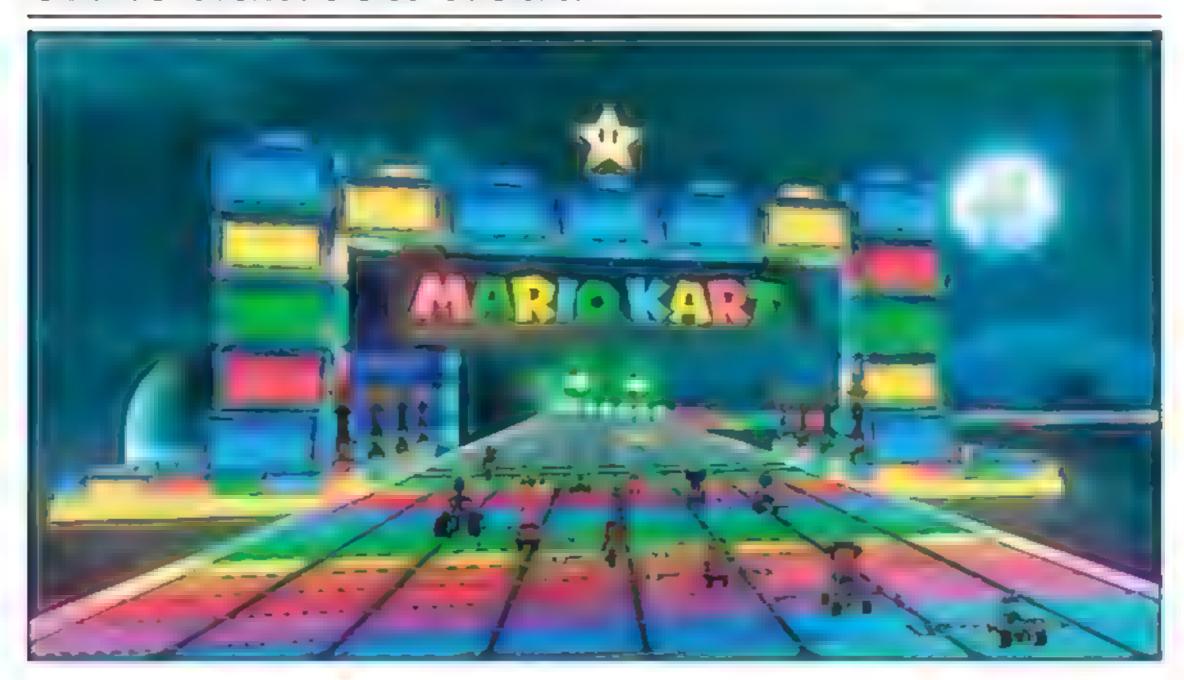
There's a handful of Coins to be claimed in the shortcut at the end of the mine shaft, plus a nice set of dash panels to help speed you along



There's a small ramp on the corner of the final turn. It doesn't look like a ramp but if you drive over it and hit the jump button, you'll earn yourself a Jump Boost.

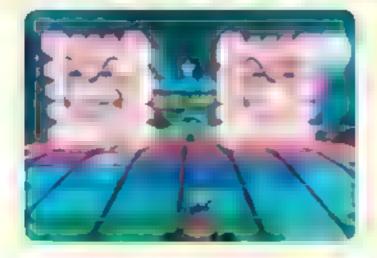


SNES Rainbow Road



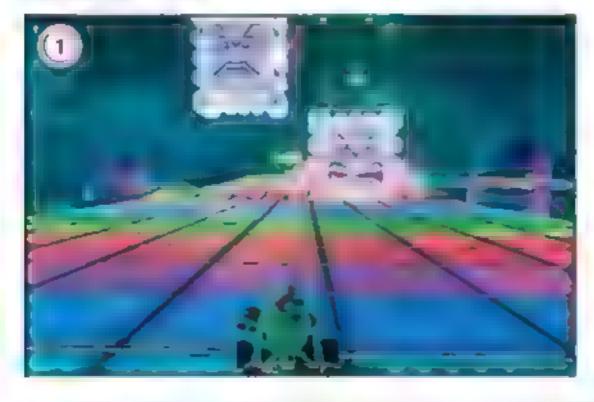
The classic among all other classics. Rainbow Road is a throwback to the original *Super Mario Kart* on the Super Nintendo complete with a perfectly horizontal track. But just because you played this in the original game doesn't mean it lacks new tricks for you to master. Be ready for anything, especially when there are Thwomps around

CAUTION: ROADSIDE UNASSISTANCE



Thwomps: Aside from a completely borderless track, Thwomps are the only hazard you'll have to look out for, but what a hazard they are! Doing what Thwomps do these stony behemoths will smash down onto the track at regular intervals. When they do, a large portion of the track near them ripples, causing your kart to bounce and potentially lose control Not only that, but if these things come down on top of you, you'll be little more than Nintendo-themed paper.

Grand Prix



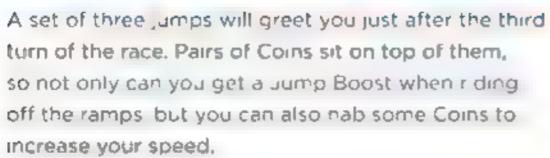
A pair of Thwomps hovers menacingly over the straightaway after the first turn of the course. When one wiggles, that means it's about to come crashing down onto the track. When this happens—and it will—the track ripples violently, which can make driving a challenge. Turn lemons into lemonade use the ripples for some quick Jump Boosting by timing your jumps when at the top of a ripple. It takes practice, but mastering this tactic will give you a solid advantage over the other racers.

When you see one Thwomp wiggle, aim to its partner's side of the track. There's some timing to

avoiding getting smashed. If you're far away from a smashing Thwomp, you're probably safe to keep driving in its direction

THE TRACKS—TRIFORCE CUP







You li not ce a peculiar ramp leading out into the vastness of space in the middle of this turn. Don't worry you're not being tempted to throw the race. If you hit that ramp at an angle you can cut the corner and reach the track just past the turn. You'll need to build up a Mini-Turbo on the turn before the ramp to avoid falling into oblivion. If you have a Mini-Turbo built up, sail away, friend.



205



if you have a Mushroom at this point, you can use it to boost off the ramp and past two Thwomps. You can also Jump Boost off the left or right corner of the ramp. but take care not to land under a smashing Thwomp

Time Trial



Remember, when you see a Thwomp wiggle, move to the opposite side of the road. You can also Jump Boost off the ripples it creates if you time your jumps right



THE TRACKS-TRIFORCE CUP



Use your Mushrooms on this ramp on every lap to avoid the Thwomps altogether and cut down on your time



To avoid both Thwomps in this final stretch of the track, aim for the Coin between them. You can also straddle the right side of the track, which is faster but more dangerous.



ice ice Outpost



Two courses intertwine to become a single twisting islding track with shortcut and drift opportunities in abundance of you're looking to get ahead of the pack, this track will push your fundamental driving skills to their omits. While we are big believers of practicing in general, for this track in particular it wouldn't hurt to practice a few times before hopping online or taking it on in the 150cc and 200cc modes.

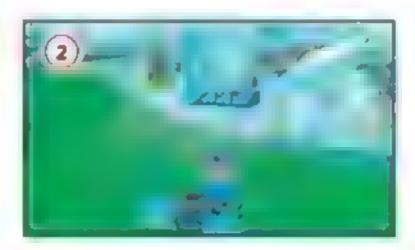
CAUTION: ROADSIDE UNASSISTANCE

Watch Those Turns: This track doesn't feature any unexpected elements. Watch for sharp turns, tricky shortcuts, and parts of the track without a border to keep you from the icy depths below

Grand Prix



Ice Ice Outpost is almost entirely made up of two intersecting tracks. Deciding on a path can cause a bit of conflict, but we advise taking the green path—it will serve you well more often than not. Ultimately the decision is dependent upon your circumstances, but you can't go wrong with green



The biggest shortcut on this track comprises two out-of-the-way ramps that can be a real challenge

to drive on. Hitting this first ramp requires specific timing and a solid drift to angle you in its direction. It takes a lot of practice to hit this ramp without having to slow down, and while avoiding the icy waters below, but if you can manage it, you'll gain a huge advantage over your opponents



If you've managed to hit the first ramp, you li be perfectly in line for a second shortcut. Up

the track, just after the turn with the shortcut ramp you're able to drive off the left side of the track and fall onto a path made up of ice. Follow this path to another ramp that will allow you to get a Jump Boost and cut ahead of opponents.





Mastering
these two
shortcuts
is key to
mastering
this course. If
you're able to
nail both, you

can easily take the lead, provided you're close enough to the first-place racer



Shortly before the finish line, you'll reach a ramp and a row of dash panels that will shoot you into the air

Just before you land back on solid ground, you'll see a giant arrow of Coins, perfect for filling up those last Coin slots. Aim for the center of the arrow to nab as many as possible



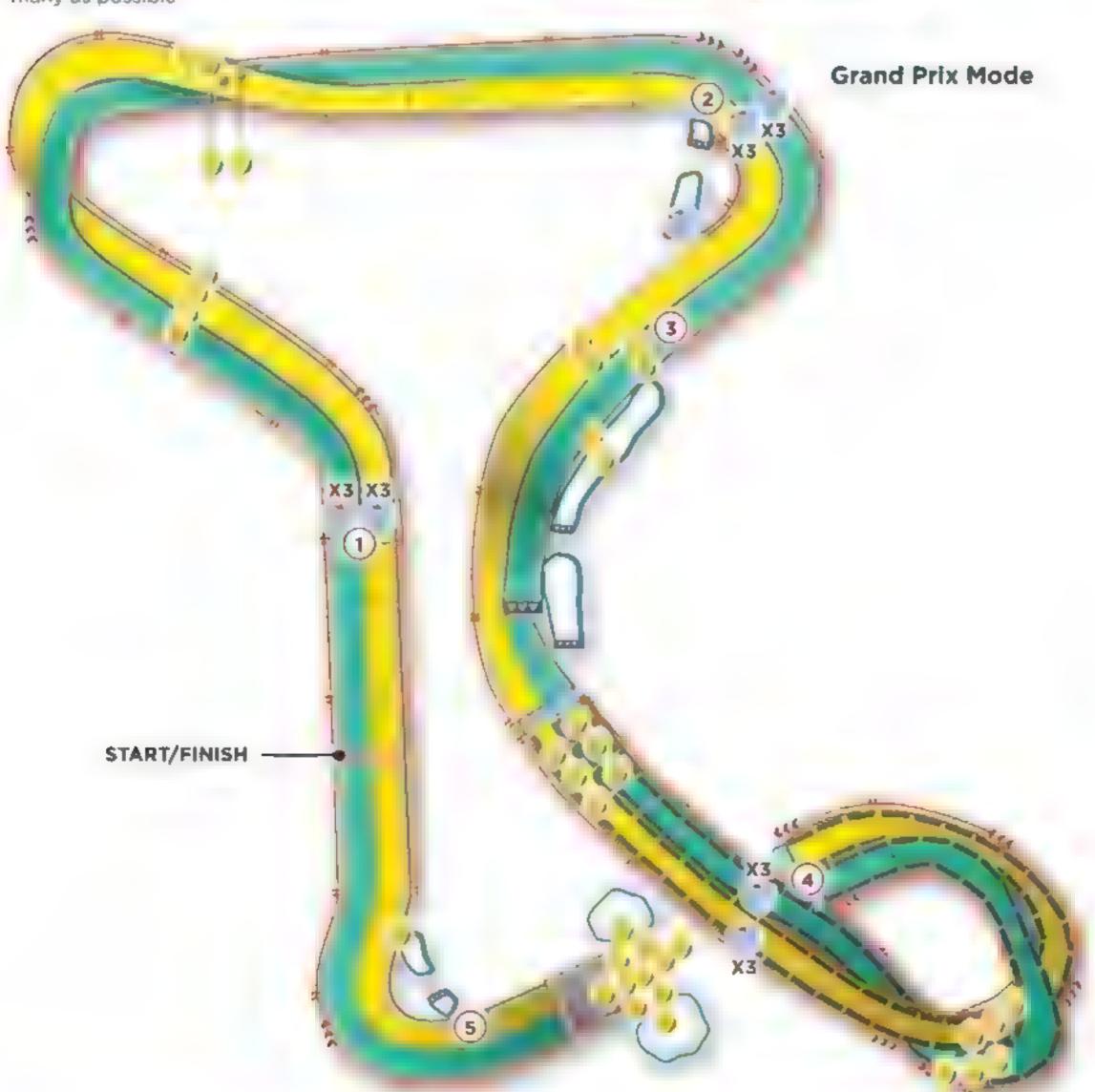
Just before the final turn you should see another shortcut ramp on the right side of the track. This

ramp can put you a bit ahead, but it's an incredibly tight turn that's more likely to cost you your position than improve it, without extensive practice. Don't go for it unless you're absolutely certain you can hail it

Time Trial



Stick with the green path for the entire course, simply because it's the faster of the two routes.





Using this shortcut is key to beating the course ghost. Drift toward the left side of the track to angle yourself

toward the ramp, then hit it. It takes practice, but once you have it locked down, you're sure to beat the ghost



If you successfully hat the first shortcut, the second shortcut will be ail the sweeter

Simply drive straight ahead off the road to land on the cy platform below if you didn't hit the first shortcut you can reach this platform the same way, but you be tackling it from a different angle.



To hit this
last shortcut,
you need
to cut your
flight short by
aiming your
glider down
toward the

track below. This was require you to miss out on any of the Coins in the air so make sure you're full or close to full on Coins before making the attempt.



Once your tires touch the track emulate the strategy for reaching the first shortcut by drifting

toward the left side of the track to angle yourself toward the ramp then release the drift. You should go over the ramp cleanly once you're aimed correctly,





Hyrule Circuit



Ze da fans rejoice! This stage is packed full of references and nods to our favorite Hylian hero's adventures. The Coins are now rupees, the Piranha Piants are now vicious Deku Babas, and the Spin Boost pillars are now crystal switches. You li have a couple of tricky shortcuts and opportunities to build up your drift until you achieve the coveted **Ultra Mini-Turbo** (due the lightning). This is a much more technical track than you might suspect so get your game face on and race like Link riding Eponal.

CAUTION: ROADSIDE UNASSISTANCE?



Deku Babas: Deku Babas function just like Piranha Plants: get close and you'll get bitten. Give these carnivorous plants a wide berth.

Keese: Just
like the bats in
Wario's Gold
Mine, Keese are
all too eager to
run themselves
right into your
kart and slow



you down. They only appear along with the Deku Babas at the last turns on the south side of the map. If you stick to the northern side of the track at that point, you won't even notice them

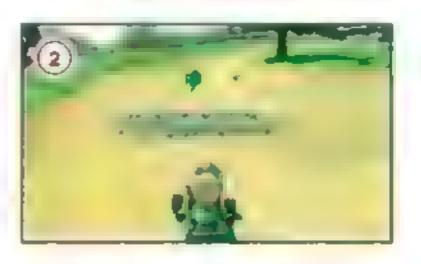
Grand Prix



Before the first turn of the track look to the left, into the grassy field on the side of the course, to

see a lone ramp with an Item Box on top. We know it s tempting to try and power through the grass to reach the obvious shortcut, but don't do it! Not without a Mushroom, anyway Without a Mushroom, this shortcut is anything but short, this ramp works better for Time Trial

After the first formal turn of the track, you'll encounter a pair of ramps Get a Jump Boost or two



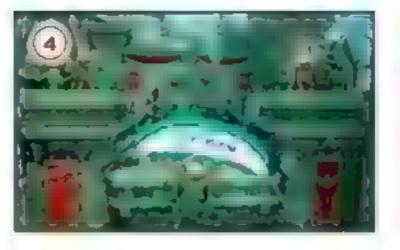
off them, and grab a rupee while you're at it



The northwest corner of the map marks an excellent opportunity for a Super Mini-Turbo, or even an Ultra Mini-Turbo. While an Ultra is possible, don't push it! Ultra Mini-Turbos aren't faster than any other Mini-Turbo, they just last longer. If you're rapidly approaching the ramp at the end of the turn, let off the drift and take the Mini-Turbo you have After a certain point, an Ultra Mini-Turbo isn't going to help you, but a prolonged drift in order to reach the Ultra will. Feel it out to get the timing down







At the end of the aforementioned turn, you'll reach a ramp that will send you soaring. In the middle of the air

is a Triforce-shaped alignment of rupees just waiting to be claimed. Try positioning yourself so that you fly between two rupees to give yourself an opportunity to grab more than one.



If you manage to hit all three crystals in the stairwell, you'll reveal a ramp with a dash panel that will launch

you through the Master Sword in the middle of the chamber at the base of the stairs. It's a cheeky shortcut, and quite difficult to pull off, especially when you have other racers trying to blast you into oblivion with Spiny Shells and Bob-ombs. Focus instead on using the stairwell to build up an Ultra Mini-Turbo, and let the ramp happen of its own accord. You Il need that ramp for Time Trial, but in Grand Prix you can go on by quilt-free without worrying about it

THE TRACKS-TRIFORCE CUP



Just like the ramp at the beginning of the course. you can cut corners through this grassy knoll if

you have a Mushroom. If not ignore it. It will set you back rather than help you.



Deku Babas litter both sides of the track at this point, Stay away from the sides, and you'll be just

fine. Get too close? Deku Babas are all too keen on adding you to their diet.

Time Trial





Save all three of your Mushrooms for this ramp which will cut your time by a few seconds every lap. However, don't aim at the smaller ramps on the main road You may be tempted to hop off them

for additional Jump Boosts, but it's a much safer bet to avoid them altogether

Nintendo's Best 200cc Time Trial Time: 1:40.394

Nintendo's Best 150cc Time Trial Time: 2:08 616 1 Player: Nin Mil



Racer Link



Whee's Triforce Tires



Body Master Cycle Gider Hyl an Kite





Player Nin Mar



Racer sink



Whee's Triforce Tires





Body Master Cycle G der Hylian K te

Time Trial Mode





Stay on the inside line of the turn to grab the three rupees that line it. You have the potential to build up an Ultra Mini-Turbo on this turn, but don't actively try for it. When you see the jump ahead approaching, let go of your drift and head straight for it. Ultra Mini-Turbos don't increase your speed more than regular Mini-Turbos; they just last longer. Don't push it'



After taking flight, position yourself between two of the rupees in the Triforce formation of rupees for a chance at snagging more than one. The key to every first lap of Time Trial is filling up your Coins as quickly as possible and the same applies to Hyrule Circuit and its rupees



This is
likely one
of the most
complicated
turns in all of
Mario Kart 8
Deluxe It's
an excellent

and easy spot to build up an Ultra Mini-Turbo, but the three crystals that line the staircase make this area tricky. At the end of the stairs, you'll reach an entry room with two paths—one on the left and one on the right—with the Master Sword proudly displayed in the room's center if you manage to hit all three crystals, a ramp with a dash panel will lift out of the ground in front of the Master Sword's pedestal, giving you a fantastic shortcut through this room



The issue is maintaining speed while hitting the crystals, which presents a further problem: the stairs Drifting down these stairs will see your kart shifting and sliding outside your control with every drop onto a lower step. Long story short, to get through this area, you need to drift



Your ability
to hit all three
crystals while
maintaining full
speed is large y
determined
by the starting
point of your

drift, and the kart and parts you're using. Once you reach the second crystal, release your drift in the center of the track and let loose your Mini-Turbo. The third crystal is pretty easy to hit if you've hit the other two, so line up your kart just after the second crystal and fly right on by the third. The ramp will rise, and your shortcut will be made manifest! If you hit this ramp twice during a 150cc Time Trial, with a solid bit of driving on the rest of the course, you're sure to take the record for yourself



We know
your Triple
Mushrooms
make this
opening
extremely
tempting
but resist the

urge! Your Mushrooms are put to much better use on the ramp just after the start of the track



choosing one path over another here isn't going to make a huge difference to your time However, with

that said, we suggest you go with the right side of the track. You won't have to worry too much about wayward Keese, but take care not to get near the Deku Baba at the end of the first bend

CROSSING CUP



GCN Baby Park



The simplest track in Mario Kart 8 Deluxe is a wide oval surrounded by colorful toddler amusements. Two straightaways connect two long igentle curves allowing for max mum speed, drifting and item maynem. Because the course is so short compared to other tracks, the lap counts are higher here.

CAUTION: ROADSIDE UNASSISTANCE



No Traction on Grass: Baby Park's main road hazard is simply the competition on the open road, but the inside of each sloping turn is a rough grass patch that will slow down karts trying to pass through without a Mushroom boost.

Permanent Antigravity:

Vehicles in Baby Park have antigravity mode engaged for the entire race, This



adds to the slippery havoc of the track, since drift characteristics around the oval banks are affected, and colliding vehicles both receive Spin Boosts.

Grand Prix



After coming off the starting grid (hopefully with a Rocket Start), the first decision involves

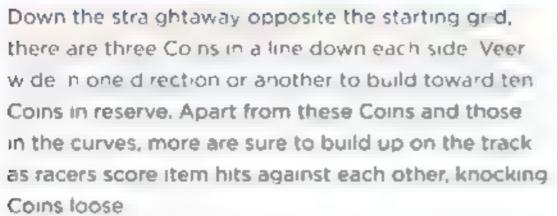
how to take the first turn. If you're at the head of the pack, drifting wide around the turn allows maximum collection of Coins, while building a Super Mini-Turbo boost toward the first straightaway



The Item
Boxes in
Baby Park
move in pairs
at different
speeds
around the
track, By

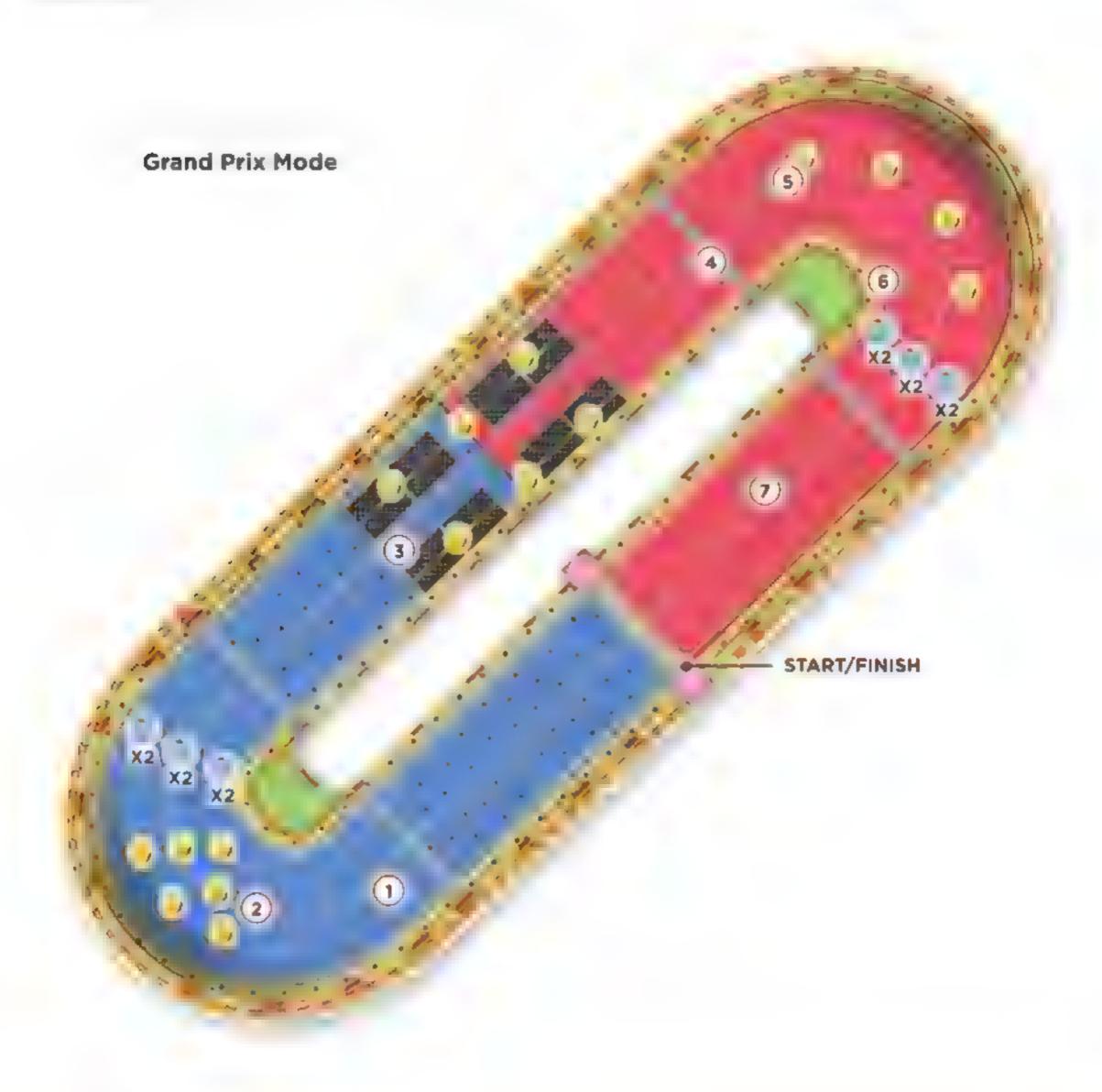
the time the racers are drifting into the first turn,
the six Item Boxes in pairs round the corner passing
through the cluster of Coins. Afterward, as the
race progresses, you'll run into duos of Item Boxes
traveling together continually







Approaching the second turn, another group of Item Boxes traveling in pairs rounds the corner Replenish or bolster your items held with one of these boxes while preparing to tackle the curve



THE TRACKS—CROSSING CUP





Four Coins
are arranged
around the
curve in a
path, allowing
a racer
traveling that
line to greatly

increase their kart's top speed. When Coins are full, take a tighter path out of the turn toward the finish line



With a Mushroom in hand, a minor shortcut off-road is doable, allowing the sharpest possible turn around the bends and the straightest, fastest insertion back into the straights. Instead of drifting smoothly in the middle of the road through the Coins, start the drift earlier, turn sharper, then activate the Mushroom to blast right through the grass in the straightest line possible. Without a Mushroom, it's safe to cut the turn as tight as the yellow banked curb, but not into the flowers and grass. However, at 200cc you can clip a portion of the grass and still maintain both momentum and drift buildup.



Encounters with Item Boxes after the first lap will be with a pair at a time, as the slightly different speeds of the pairs split up their original lines of six. In general if you need an item ASAP, veer to the outside of the track, where the fastest pairs travel. If you're stocked with an item or two already, you can take a tighter path around the inside of the track to slightly shorten the overall distance you have to travel

Time Trial



As usual during Time Trial, earlier laps should focus on maxing out Coins at ten while racing cleanly, and later laps can be devoted to blasting through shortcuts with Mushrooms. Baby Park races last for seven laps instead of three, though, so the extremely loose guideline of "one Mushroom per lap" that's usually applied to Time Trials doesn't apply here



Collecting three Coins up either side of this straightaway will put you at six Coins total if you also swept up three Coins going wide in the first turn



The four Coins around this turn can put you at ten total after one lap, with six laps to go.





On later laps, with Coins filled up, take this turn much tighter either cutting into the yellow curb (which doesn't slow vehicles down) or cutting even more sharply through the flowers and grass with a Mushroom





GBA Cheese Land



Crossing Cup's second course is held on a paved and presumably delicious cheese landscape. The course is lined in most places with big expanses of rough terrain waiting to bog vehicles down in grainler cheese sand, with jumps, secrets, and obstacles sprinkled liberally along the route.

CAUTION: ROADSIDE UNASSISTANCE



The Cheese Stands Alone: The course is surrounded by cheese sand, so taking a turn too wide or misjudging a shortcut will lead to a great loss of speed and momentum, as you must trudge through sand back to the smooth sections of track. Additionally, nole-laden blocks of cheese found in the sand in some places (usually right in front of shortcut jumps) will stop momentum even further, unless a Mushroom is used to blast right through the sand and Swiss,



Antigravity and Spin Boost
Pillars: A portion of the track
after a big jump puts racers into
antigravity mode. Spin Boost
pillars found in this section will
give vehicles a solo Spin Boost
on contact. Some sheer drop-offs
and menacing
Chain

Chain Chomps are also found along this segment



Chain Chomps: These enormous hungry baddies snap at passing cars as far as their sturdy chains allow Avoid them by passing wide or driving underneath when they strike

off the ground
You'd think
they'd just have
some cheese



Grand Prix



Your first shot at items comes right after the start of the race, heading into a drifting left turn. With all the

sand on the edges of the course and several shortcuts.

Mushrooms are especially useful when acquired



Four Coins
are spaced
throughout
the first
hairpin turn,
allowing you
to build up
max speed



The fourth
Coin along
the turn is
in a smooth
cheese crater,
and the
Coin coming
up ahead

219

is too. The ramped walls of these concave craters will give vehicles a bit of lift as they drive up and out of craters, like driving up small ramps. With enough speed, this small jump allows for Jump Boost tricks, even just off the ground! This is especially true using drifting Mini-Turbos or Mushroom boosts in and out of cheese craters.



THE TRACKS—CROSSING CUP







Three Coins
laid across
the road point
the way to
a shortcut
If you don't
have a
Mushroom
ready, then
continue
through,
grabbing one
of the Coins
along the way
Prepare to

turn right and navigate another two Coin craters

But if you have a Mushroom ready, veer off-road to the right before the three Coins, activating the Mushroom and powering through the sand underneath a cheese arch. Be ready to turn right after the arch and return to the road



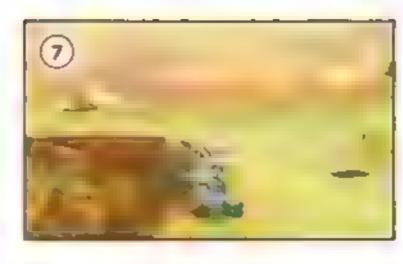
This curling turn goes on so long that it's easy to build to a purplesparking Ultra Mini-Turbo

boost by drifting all the way through. With a little more control along the outside of the turn, four Coins can be collected leading into the jump ahead. Some Item Boxes just before the ramp enable item replenishment heading into the next segment.



Landing from the ramp crosses an antigravity panel and puts all vehicles into antigravity

mode. A hairpin turn to the right lies ahead, with some Coins and a Spin Boost pillar. Just past the pillar, a ramp launches vehicles over the road below, and it's glider time. A Chain Chomp past the gap greets vehicles coming in for a landing. Be ready to veer left out of its reach while continuing to maintain altitude, or dive just under the Chain Chomp as it snaps at racers higher off the ground



The left turn
beyond the
Chain Chomp
doesn't have
protective
walls on either
side, so take
care not to

fall off. A Spin Boost pillar and the following cheese crater (holding a Coin) provide two chances for free speed boosts along this stretch. A ramp off-road to the right just past the Coins provides a soaring glider shortcut over the gap ahead, if a Mushroom is handy. Some tasty-looking chunks of cheese block the way, but they're no match for a Mushroom boost!



The twisting road ahead leading around the off-road ramp shortcut starts with some Item Boxes

Veer wide to either side of the road to claim the double Item Box, if possible. The Chain Chomp ahead will usually strike at ground level, so stay to the left of the road to assure safety



Straight ahead just past the Chain Chomp, more blocks of cheese barely disguise another off-road ramp shortcut. A Mushroom boost here will launch you over the sand and short hill ahead, closing in on the finish line via glider. When approaching this section fungus-free, you'll have to navigate the final stretch of twisting road surrounded by speed-destroying sand. A final left turn leads to two ramps, antigravity mode finally shuts off after the second ramp. Jump Boost off each ramp on the way to the finish line.

Time Trial

It's important to collect as many Coins as possible on the first lap, starting with the four along the first turn.





road during
the first tap
allows the
quickest
collection of
ten Coins and
top speed. On

later laps, you may choose to use a Mushroom to go off-road under the cheese arch to the right of the track.



THE TRACKS—CROSSING CUP



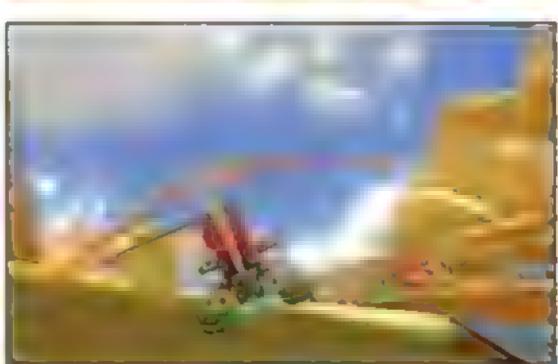






Drifting
around the
hairpin turn
toward the
jump into
antigravity
territory, it's
possible to

arrive at ten Coins stocked. Going this fast, driving into cheese craters on the track usually gives you a chance to do a low-altitude Jump Boost driving back out. Still, even with so many opportunities to go fast, it's crucial not to get greedy and end up sliding off the track and into the cheesy dirt. Any accidental off-road excursion or plunge off an unwalled section of track spells doom for a solid Time Trial attempt here



The last major shortcut in Cheese Land is a ramp found just after the second Chain Chomp. It's to the left of the track, partially blocked by blocks of cheese A Mushroom dash through the cheese and over the ramp can carry you clear over the finish line. If you opt not to jet over this shortcut, following the winding S-curve toward the finish provides several chances for Mini-Turbo drifts and Jump Boosts.



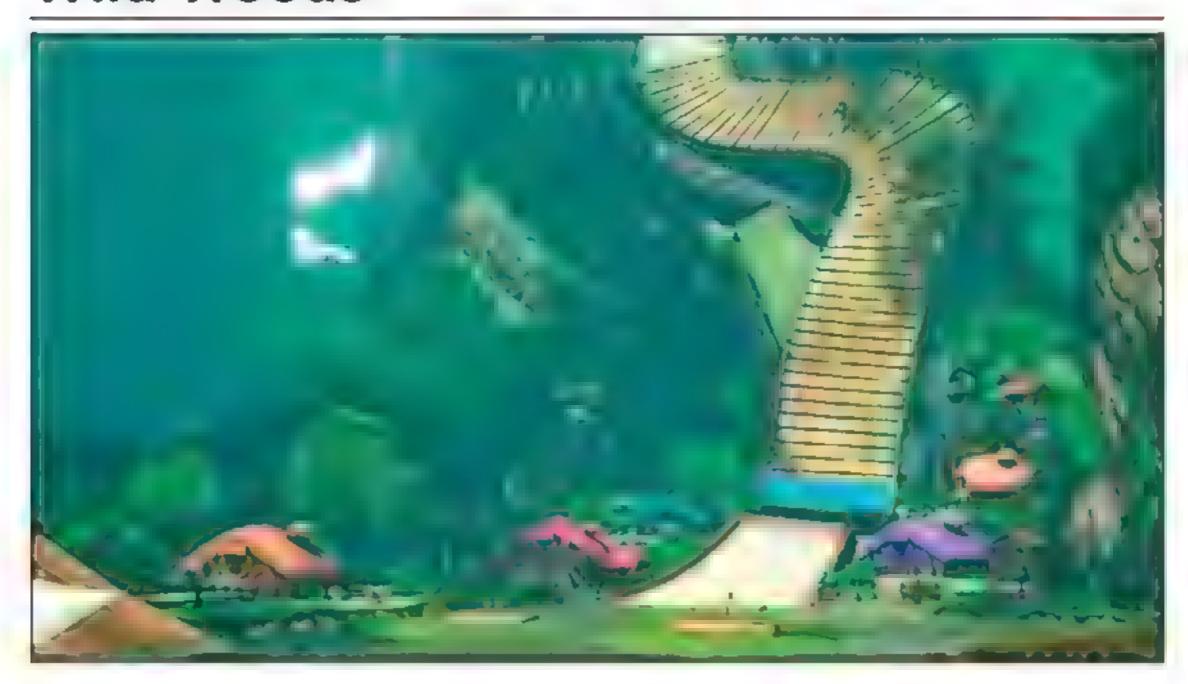


A Mushroomfueled beeline
for the ramp
here allows
you to skip a
winding
section
of track

ahead. The second Chain Chomp is entirely avoided, and the shortcut puts you on a direct path for the very next shortcut. If desired. Of the track's three big Mushroom shortcuts, this is the most meaningful. It's a good idea to spend one Mushroom per lap clearing this gap.



Wild Woods



This aptly named racing romp takes place winding through a Shy Guy tree city Precarious driving over highaltitude rickety wooden tracks gives way to a virtual flume ride downhill through rushing water. From the pond the water feeds into, an antigravity-enabled climb straight back up the trees completes the circuit

CAUTION: ROADSIDE UNASSISTANCE



Watch Your Step: Several sections of the track lack protective barriers. There's nothing stopping out-of-control vehicles from spinning off complete y—except for Lakitu catching them, of course. This course also contains several smaller jumps over gaps and an extended gilder jump.



Better Than a Ladder: A section of track that includes the starting grid has antigravity enabled, since it's a section of racetrack that ascends straight up through the huge trees!



Barrels of Fun: Predictably, trying to drive through a big wooden barrel will be bad for your forward progress. Swing around them as though an opponent has laid a Banana in your path

Grand Prix



The first cache of Item Boxes is visible from the starting grid, so everyone will be squabbling in the treetops right away. Since you're in antigravity configuration here, any collisions result in Spin Boosts to both parties. After collecting an item here, there are three Coins lined up in the road ahead. Try to collect these while jockeying for position with other drivers and dealing with everyone's first item salvo

THE TRACKS—CROSSING CUP





The track splits over a gap up ahead. Take the ramp one way or the other, Jump Boosting along the way if your Coin count is low, take the left fork, which has several chances for change collection in a short distance. If you've already stocked up on Coins, take the right fork, which is slightly more direct (though also a little trickier, as the right path over the drop-off is narrow)

oncerned about Coins, the fastest path through this split section is to Jump Boost off the left ramp, then Mushroom boost straight ahead through the grassy off-road patch here, arriving with a full head of steam at the ramp from the split section back to the wooden track. Collect a Coin during the jump, as your vehicle disengages from antigravity mode



Hooking around to the right on the planked track you'll pass a row of Coins, then more Item Boxes. There's one double Item Box in this group, second from the left. Taking a racing line to snag the double Item Box is a tad riskier than drifting tighter around the turn, since the unwalled track edge is closer. If you're going for the double Item Box, approach it in a racing line that skirts the left edge of the planks (allowing for the gaps), so it's easier to angle into the right turn after filling both item slots at once



Three Coins line the route to a huge glider crossing Jump Boost off the ramp, then guide your vehicle steadily over the gap. Be ready to swerve left upon landing on the far side

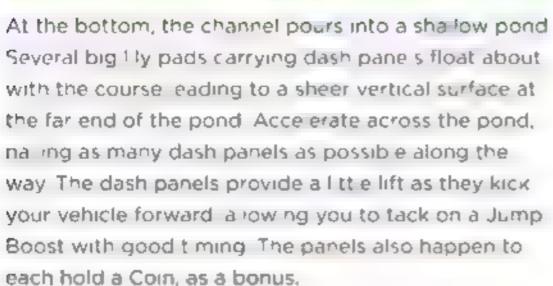


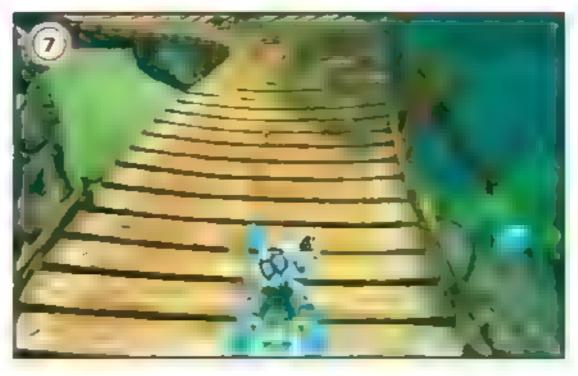


The race continues its descent through the trees after the gliding portion with a plunge down a drainage channel. A fast-running stream pouring down the channel helps wash everything along including racers and glittering Coins. Between the Coins being carried along by the water, and any Coins dropped by adversaries getting into item warfare in this section, this is a great strip to either rebuild or max out your Coin reserves. While plunging downhill, be sure to Jump Boost over the short drops in the path for extra momentum.

in the final stretch downhill here, Item Boxes line the path. Travel right down the middle for the double item Box. Snagging a Mushroom here is especially useful, since a late-lap shortcut through rough terrain is coming up







After the pond crossing the track resumes with a ramp pointing at a wooden track leading straight back up. Panels just past the ramp kick in antigravity mode allowing racers to begin the climb back up to the Shy Guy village in the tree canopy. Just after landing from the jump into antigravity mode, you can swerve left and plow through a brief off-road section with a Mushroom (if available) hitting a ramp over the small gap here for a last-moment shortcut pointed right at the finish line.





Time Trial



Coins are quite front-loaded in the first part of this track, so getting to ten should be accomplished quickly on a solid first lap



When building up Coin reserves, take the left path, which features patches of rough terrain that Mushrooms make short work of A Mushroom can be used to blast over the inside edge of the left path or even to leap over the not-quite-a-ramp patch of sloped greenery to the left of the actual ramp away from the split section



The wooden section of track here curves right leading to a big jump. Along the route you'll have to steer clear of sheer drop-offs on the sides, and a barrel in the middle of the track. The three Coins found here can put you at ten in reserve already, if you've taken every chance so far to snag Coins, and haven't yet had any knocked away from coilisions or item strikes



Racing downstream, pick up Coins as they wash by if needed, but otherwise focus on the shortest path downhill. Be sure to Jump Boost over any short hops on the way down, as the path drops away several times in a shelf, or step.



The panels on the IIIy pads here provide an extra push across the pond, and a Coin can be found atop each one. However, if you've already banked ten Coins try to trigger panels by driving over them off-center, avoiding the Coin in the middle. Coins don't respawn in Time Trial mode, and during later laps you might lament Coins you unnecessarily picked up earlier, when you need Coin replenishment and none remain





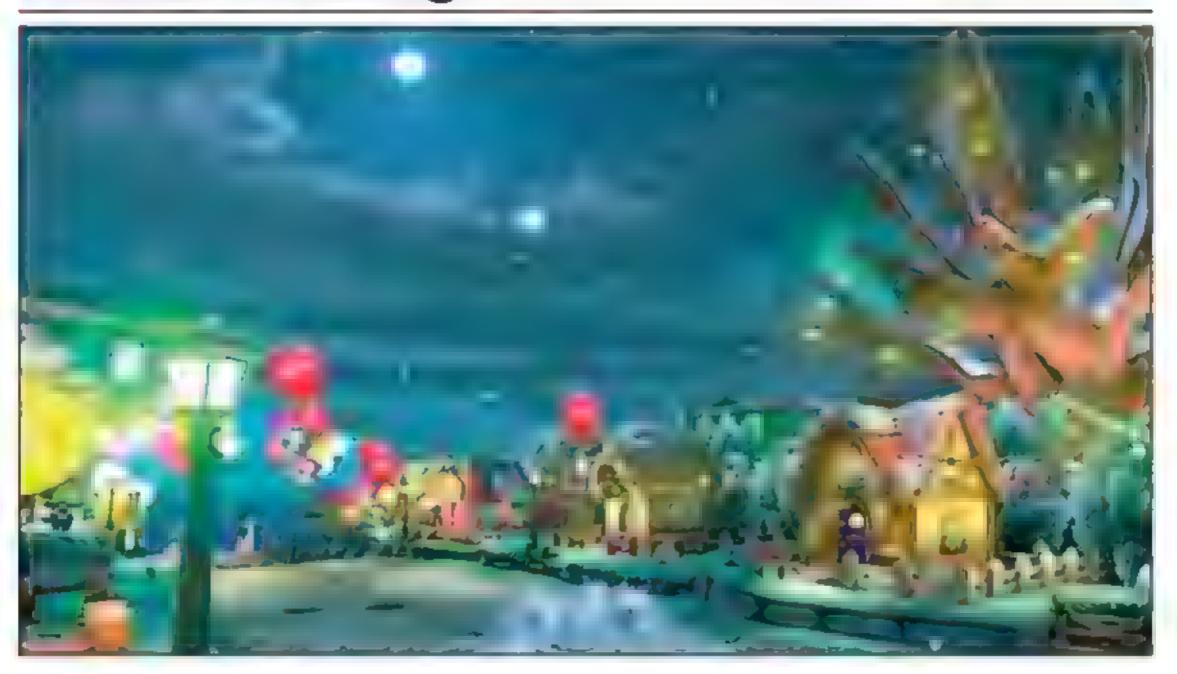


One of the best uses of a Mushroom in Wild Woods is this leaping shortcut toward the starting grid. With Triple Mushrooms ready, you can afford to take this shortcut every lap. After landing from the ramp out of the pond, immediately look to swerve left and blast through rough grass, right into the ramp beyond.





Animal Crossing



The peaceful hamlet of Animal Crossing has the local rowdiness index kicked up considerably as the Mario Kart Grand Prix rolls into town. True to Animal Crossing character races in the village can take place during any season of the year, with the weather affecting race conditions. In terms of obstacles and hazards to watch out for, Animal Crossing is much more dangerous than previous tracks in Crossing Cup.

CAUTION: ROADSIDE UNASSISTANCE



Roughing It: In this rustic landscape, almost the entire course is surrounded by rough grass, dirt, or sand, rather than any kind of guardrails. Veering off-road will lead to getting bogged down, unless you have a pocket Mushroom ready to bail you out

Things to
Not Smash
Into: Whether
It's trees in
the grove,
Mr Resetti
angry about
all the ruckus



above his underground home, off-road rocks, or winter snowmen, Animal Crossing is packed with on-course hazards.

Grand Prix



Racers will be shouldering each other right away for the Item Boxes strewn across the small bridge dead ahead Beyond the bridge, the road curves right toward a grove of trees. Three Coins line the curve. Prioritize Coins early, but later on it can be worth using a Mushroom to cut hard right over the rough grass, boosting ahead toward the treeline.





The sparse grove here is lined on both sides with speed-killing grass, and of course the trees are not

too shabby at stopping vehicles dead. Stay on the clear path away from trees and grass. In the fall, there are also a few piles of leaves to avoid.

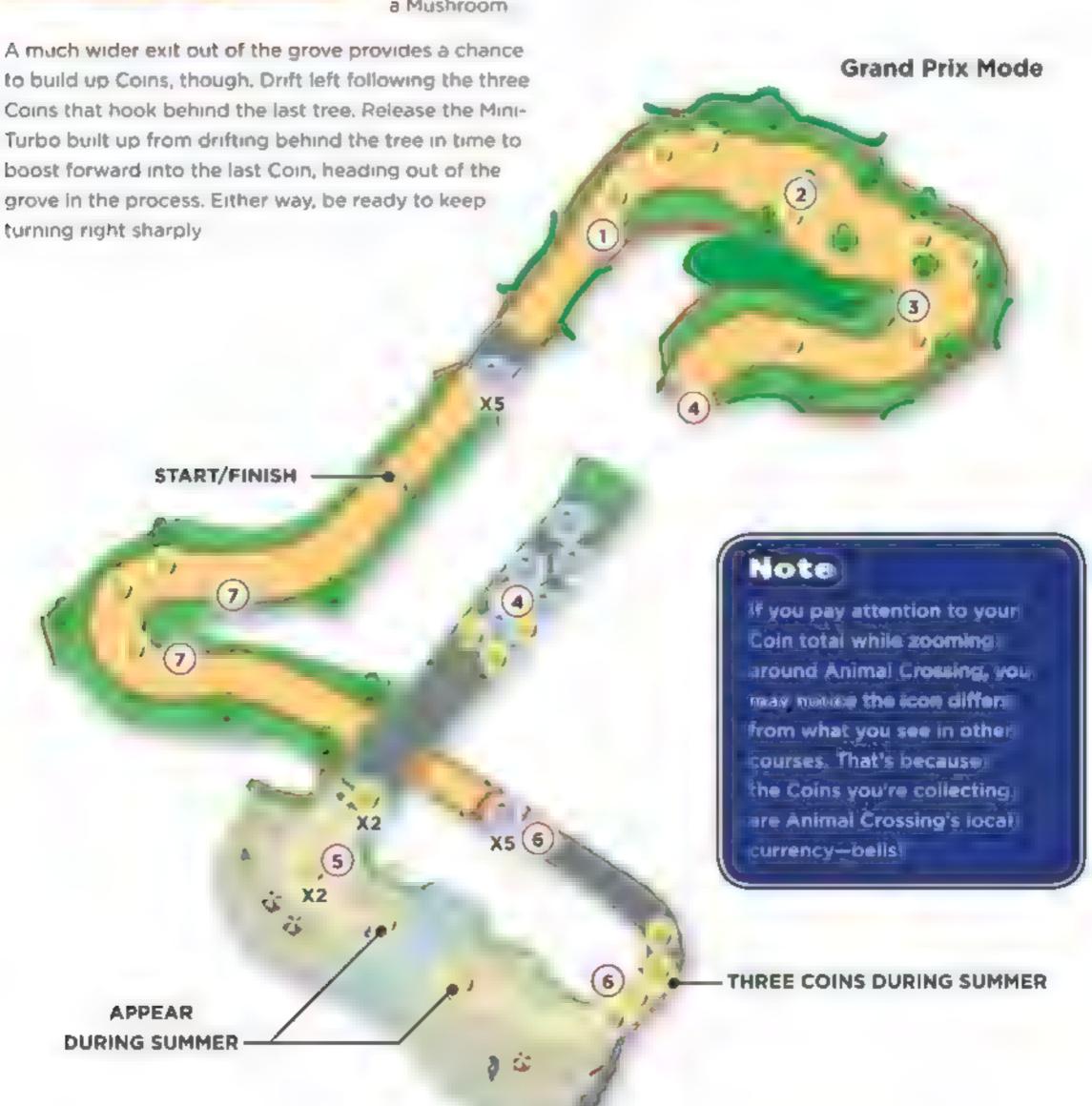


The right turn out of the grove can be cut much shorter by biasting over the grass with a Mushroom



The first big
Jump in Animal
Crossing
sends vehicles
airborne
long enough
to deploy
their gliders,

and the festive residents have set up an enticing choice concerning where to land just beyond the town fountain if you need items, keep the nose up for altitude and aim toward the Item Boxes the villagers have set up floating in the air, suspended by bailoons above the track. If you're focusing on collecting Coins, nose down and land earlier, veering to socop up two Coins along the way on either side of the road. Farther ahead there are another two Coins, giving another chance at adding to your max top speed.



THE TRACKS—CROSSING CUP





There's nothing like a day at the beach! Again, there's a place to cut corners with a Mushroom

here—cut left on the extreme inside of the track, well into the sand, then rejoin the track ahead before the Mushroom boost wears off. Without a Mushroom, just follow along the paved part of the beach track, preparing for another big turn up ahead

During the summer, ramps deployed on the beach track allow Jump Boosts and Coin collection. The potential for Jump Boosts means that it's better to save your Mushroom for somewhere else in summer, and just ride the ramps here



If you haven't maxed out top speed yet, focus on collecting the Coins on the curve. If you have, then take the turn tighter and prioritize scoring a well-amed Mini-Turbo boost

Once the curve straightens out again, there's a small bridge here lined with Item Boxes. For a double item pickup, ride either side of the track for the Item Box on the end Beyond the pickups, coming up ahead there's a big jump over a lower section of track. Aim well off the ramp and Jump Boost on takeoff to gain momentum heading into the final stretch.



The wide right turn ahead has rough grass and impenetrable rocks on the inside, and funous Mr

Resetti popping up right from the dirt of the track. The best Mushroom shortcut presents itself here, since you can turn hard right and barrel over the grassy off-road patch, aimed straight at the finish line and burning serious rubber. Of course, be sure to avoid slamming into the rocks in the grass along the way

On the other hand, if you're not using the shortcut yourself, you can spoil the fun for other racers by dropping Bananas where Mushroom-boosters typically exit the grass

Time Trial



After
blasting off
the starting
grid with a
must-have
Rocket Start,
be ready to
get more

speed via a Jump Boost over the little rounded stone bridge ahead



Use this
corner
to curve
smoothly to
the right while
accumulating
Coins, A
Mushroom

shortcut is possible through the grass here, but it's more advantageous to spend Mushroom boosts on the track's last shortcut.



On the first pass, you'll want to sluice right and then left through the trees along the Coin path

When Coins are already maxed, cutting through the grass is a worthy use of a fungal power-up



During the big glider jump, there won't be consideration for picking up floating Item Boxes. If you need Coins to get closer to ten on hand, descend and scoop up a couple, then Jump Boost over the logs ahead. If you're satisfied with your Coin count, stay airborne as long as possible, gliding toward the beach stretch



Approaching the beach, follow the turn to collect Coins along the way, and to line up a path across the ramps here. Time Trials in Animal Crossing are always heid in the balmy summer, allowing for maximum speed here with Jump Boosts



After landing, pull hard to the right and Mushroom boost through the grass toward the finish line, watching out for rocks in the way. If you prefer using Mushrooms elsewhere, you'll have to take the turn wider, avoiding Mr. Resetti. Drift into a powerful Super Mini-Turbo out of the curve to finish the lap strong

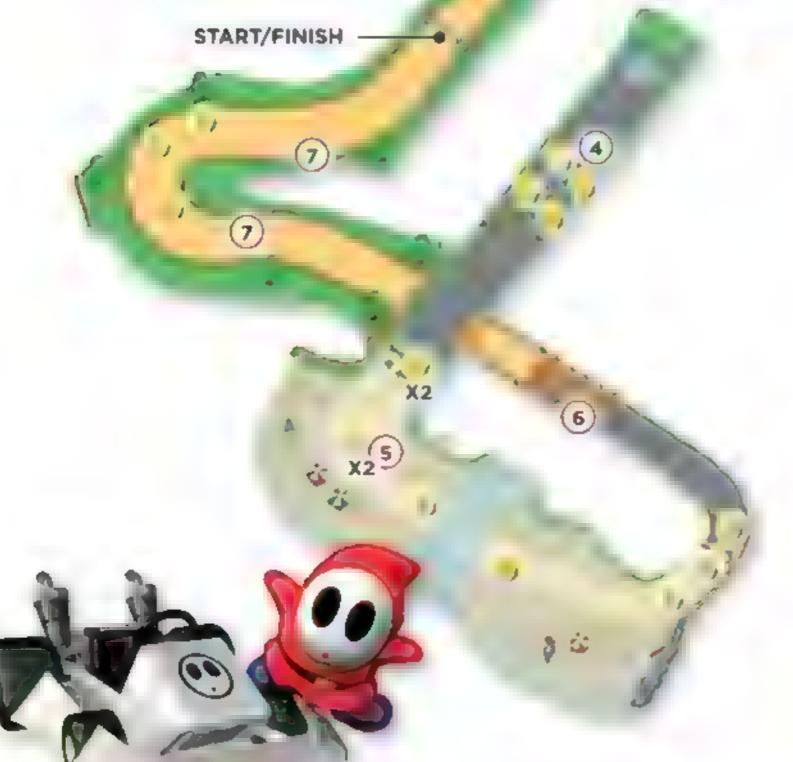


Heading toward the last big jump, gain a small Jump Boost off the sagging wooden

(1)

bridge on the way, then another Jump Boost off the ramp itself









Racer sabelle



Body City Tripper



Wheels Slim



Glider Paper Glider





Racer Villager (Boy)



Body 300 SL Roadster



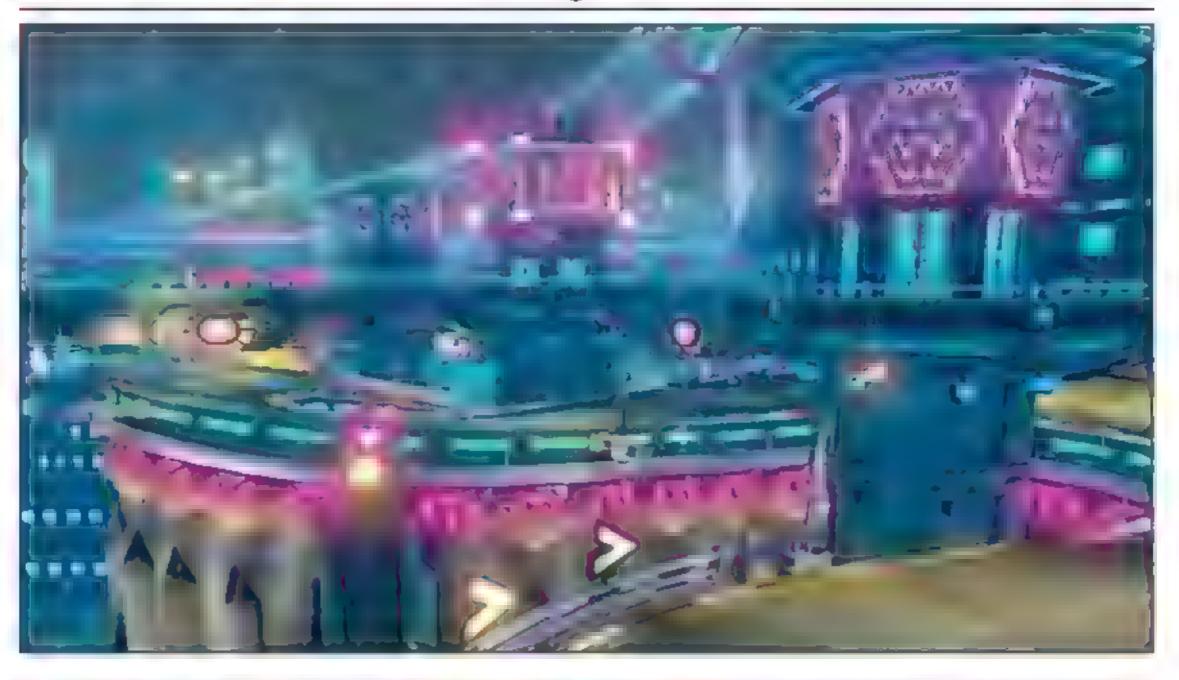
Wheels: GLA Tires



Glider: Super Glider

BELL CUP

3DS Neo Bowser City



This race tears through the neon-purple and blue cyberpunk, and scape of Neo Bowser City. Wicked back andforth turns are paired with several track sections missing walls, forcing drivers to exercise discretion as they barrel through the metropolis.

CAUTION: ROADSIDE UNASSISTANCE



Watch Your Step: Several segments of the race don't have protective walls preventing vehicles from tumbling off the edge. Keep this in mind when navigating nasty S-curves during the second half of each lap

Antigravity
and Spin Boost
Pillars: In the
home stretch
of each lap,
ant gravity
panels engage
each vehicle's



floatier hand ing mode, encouraging lengthier drifts and more bumper-kart behavior while barreling toward the finish

Grand Prix



The first turn
series features
a left turn
followed by
a drifting
hairpin turn
to the right
Some Item

Boxes are situated across the track on the way, kicking off combat between racers. It's not too big a deal yet, since the turn angle isn't terrible, but the left wall of the track before the Item Boxes is missing, so beware the potential to fall off and lose precious time and Coins



After a small ramp ahead (which allows a Jump Boost for a little extra speed), there's a left turn with a

patch of momentum-killing grating on the left side of the track. A small shortcut is available here with a Mushroom in hand, turn left more sharply than usual and rocket straight over the off-road section, if you're short on Coins, take the outside of the turn instead and trace a line that picks up four Coins here



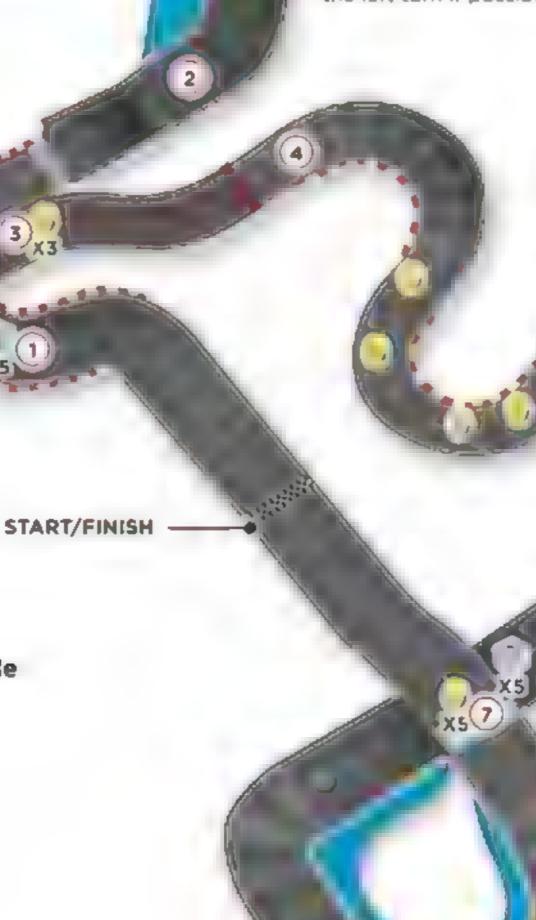
Item Boxes here allow a quick restock aim for the left to snag the double Item Box if you don't have any items on hand, to instantly fill both slots. The track after the Item Boxes also contains two clusters of Coins lengthwise across the track, so racers can scoop up two more Coins by passing through. With no drop-offs or off road patches the obstacles here are other drivers and the walls.

Grand Prix Mode



No two ways about it the right-left-right hairpin series here is the trickiest spot in Neo Bowser City. The first right turn opens with the left track wall missing, which isn't a big deal for your racing line, but might be meaningful if competitors on the track are getting especially rowdy in the vicinity. Around where vehicles exit the right hairpin turn, the left side track wall trails off again, so as you begin the left hairpin turn.

too tight a steering angle will lead right off the track. While taking care not to bang into the outside wall or drift sharply off the inner drop-off, collect the four Coins here along the left turn if possible



THE TRACKS—BELL CUP



The third switchback in the hairpin series is the most challenging yet, with a sharp angle

and no protective wall on either side of the track for the duration of the turn. It is extremely easy to throttle too hard into this turn and end up in a situation where you find yourself drifting right off the left side of the track. Even during 50cc or 100cc Grand Prix races, you might find it helpful to at least pump the brake as you angle right—better safe than sorry! On 150cc, you're almost certainly going to have to apply some drift braking while rounding this bend. During asphalt-scorching 200cc races, you must apply a deft drift-braking technique to stay on-track and lined up.



Panels here
switch passing
vehicles to
antigravity
mode
Immediately
afterward
there's a

stick to either side of the track, not the middle, when entering this section. Beyond the Item Boxes, the road hooks left, forcing racers into a drifting antigravity turn. The inside of the track during the left curve is momentum-killing terrain, but you can skirt sharply into it and blast through with a Mushroom



The only feature on the final approach to the finish line is a ramp, which gives you a chance for a Jump Boost on the way home. By steering left off this jump and seemingly off the stage, though, a big shortcut can be accessed where adventurous racers bypass the finish line by gliding precariously over the abyss a ongside it. Gain a little loft from a fan at the end of the glide path to lift back up onto the track, touching down at **Point 1** on this map

Time Trial



Without rivals coursing around the track and hurling shells, you're free to focus on racing lines and accruing Coins. The first gentle S-curve turn here leads to a small ramp, allowing for a Jump Boost before arriving at a section of track with the first four Coins. Without enemies around, you'll lose Coins here by slamming into walls too hard, or falling off the track. On the first lap, the Coins are the priority, but during later laps, a Mushroom can be used just after the ramp to cut sharply left through the off-road section here



Continue
to build up
Coins while
slaloming up
the path to the
switchback
turn sequence
ahead



During Grand
Prix races,
mistakes can
be covered
up by
waylaying the
competition
with items,

or by their own errors. In Time Trials, there's no way to make up for lost time, so be cautious careening through wall-free segments

The twist here is diabolical so be sure to apply the brake to reduce speed a bit, and take the turn hard



rather than drifting out wide, perhaps right off the road





in the antigravity zone, one of the best uses of your Triple Mushrooms appears. The Mushroom allows you to cut hard left and rocket right through a rough offroad section. By now, it's possible to

have ten Coins even on the first lap so this is a good place to use a Mushroom each lap.





Jump left off the fina. ramp before the finish line and you can take to the air, skipping the starting grid's section of track altogether This shortcut requires precise steering, since the glider

must be piloted between stage elements ahead onto a fan that will blow it back up onto track level before descending too far. This shortcut doesn't require the use of a Mushroom, though, freeing up Triple



GBA Ribbon Road



The track is an amazing min ature toy set in Ribbon Road surrounded by mode castles building blocks and presents. This colorful course will test your discipline since almost the entire track lacks protective walls and is surrounded by rough patches. This is an easy place to make unforced errors, but it is also home to some fun banked drifting turns and thrilling shortcuts.

CAUTION: ROADSIDE UNASSISTANCE I



Over the Edge: An extended segment of Ribbon Road is quite literally a ribbon road, a gossamer length of flapping fabric with no wails on either side. Falling off here has the same consequence as falling off the track elsewhere, as Coins and time are lost while Lakitu retrieves your errant vehicle.



Rough Patches: In some ways, misjudging a turn and skidding off the road into rough terrain is worse than slamming into a wall at high speed, or flying off the track and forcing Lakitu to drag you back onto the course. Depending on how exactly you left the course, it can take much longer to get back on the road, whether you enter a turn too fast and understeer, drive off the far end, or you turn or drift too aggressively, oversteering and turning off the road. (Though at least the latter is often salvageable with a Mushroom, if you're carrying one.)



Koopa Clutter: It looks like Bowser Jr. left some toys unattended in the playroom, since wind-up Mecha-Koopas and Koopa-Copters-in-a-Box block the path in several places. These may be toys, but they're formidable nonetheless when you're marble-sized!

Grand Prix



Rocket
Boost off
the starting
grid to get
going with
a purpose,
looking
ahead to the

banked right turn coming up. Drift through the turn to build up a Mini-Turbo heading into the first batch of Item Boxes. Another right turn up ahead has Coins lined up on both the inside and outside. A Mushroom boost can be used to cut a sharper right turn over the rough off-road portion, though during Lap 1 you'll be preoccupied with Coin-collecting, and almost certainly won't have a Mushroom ready unless you lingered too long around the first Item Boxes



Out of the Coin turn, you'll approach a ramp-like hill leading to a bonafide ramp. Hit

the hill with enough speed and you'll catch enough air to Jump Boost, so do so before immediately Jump Boosting again off the actual ramp. You'll soar alongside competitors and land on a green stretch of rolling track below



THE TRACKS-BELL CUP



After a short green straightaway, the path curves left where you'll see wind-up Mecha-

Koopas prowling the track. Give these robots a wide berth as you slalom through the shallow left-right-left turn. The secret to these turns is that you don't need to be turning very much, so don't get too aggressive drifting here or you might saide into the rough. With a Mushroom handy, you can cut left past the Mecha-Koopas much tighter, blasting through the speed-killing green matte surface that surrounds the track Cutting ahead in the road skips three Coin pickups though, so take the normal route and save the Mushroom if your Coins aren't full



Where
the track
straightens
out, the
path leads
to another
small hop into
a big jump

Hit the first hill with a Jump Boost while picking up one of the Coins across the road. Surging toward the big ramp, pull to either side of the road to pick up a double item Box along the way, before Jump Boosting off the ramp. After the jump here, vehicles will engage their antigravity modes, the better to stick to the strange track ahead.



The blue track ahead after the ramp has no walls or guardrails on either side, and the entire length

of it roils with crests and troughs like a roll of paper unfurling in slow motion. Whenever you cross one of the crests in the wave, you'll catch enough air to Jump Boost, if you react quickly. Be cautious about doing this reflexively if you're approaching a bend in the course, because you don't want to be boosting off the ground when you desperately need the wheels in contact with the road and turning

There are chances to collect Coins at several places along the churning road, with more Coins available on the outside line than closer to the inside



On the ribbon bridge, keep an eye out for a green block coming up on the ground to the right side of the road. If you can successfully transfer from the roiling road to this platform, you can score the first of two tremendous shortcuts here, with no Mushrooms necessary



The problem is that it's a hard turn to judge. Simply turning the wheel, no drift or brake applied, may not produce a sharp enough turn, so you hit the block but drive off the far side. Slowing down too much runs the risk of losing the momentum required to make it to the block in the first place—it's close, but not so close that you can take it slow enough for total comfort. Plus, slowing down makes



With practice and good timing, you can Mini-Turbo straight from the track to the shortcut blocks. With the green block approaching, and starting from the right side of the track, hop left to begin drifting while lightly turning the wheel right. You want a regular Mini-Turbo—blue sparks, which don't take long to appear—and you want the sparks to appear right about when your nose is pointed down the barrel of the shortcut. Releasing the drift and engaging the Mini-Turbo now kills the drift's lateral momentum (the thing that was still carrying you in the correct direction on the rolling road, although the nose is now pointed off-course), carrying you forward off the track and onto the blocks in a straight line. This takes a little finesse and requires some practice but is a better long-term approach than trying to slow down and turn. If you're going to risk falling off the track for an advantage anyway, risk it assertively

If you choose not to attempt the shortcut, focus on scoring a Coin or two while unleashing drifting Mini-Turbos and Jump Boosts around the turn. With Bananas handy, consider spreading them around where shortcut users land from the jump



The combination turn-and-shortcut here is basically a more extreme version of the one right before. A green block still signals the stack of blocks to aim for, but the turn is tighter and the jump distance longer if you're successful in crossing from the track proper to the shortcut of blocks, there will be a chance for a Jump Boost off the yellow ramp block



Whichever route you take, a launching ramp is coming up. There are Item Boxes positioned just past the ramp; from the road, aim for the center for a double Item Box. From the shortcut ramp, aim for the Item Box on the left





You'll end up launching into a glider segment, where you'll have to pilot your craft around seeming y gigantic Koopa Copter toys toward an arched landing on the far side of the big gap. Immediately upon landing on the far side, there's a chance to collect a couple of Coins while getting used to solid ground again.



A wide right turn surrounded by off-road texture provides racers a generous road for the final push. Either use a Mushroom to cut through wornes about maneuvering and plow straight for the finish, or drift along the Coin path while building toward a Super Mini-Turbo.

Time Trial



Out of the gate, with no adversaries or items to worry about, a solid performance depends on keeping up top speed and a tight racing line without getting bogged down off-road. As usual, part of the job of the first lap is to outfit you with Coins, so your top speed is maxed out for later laps. The first two right turns can be taken tight and inside, building up sparks for boosting. Take advantage of the pile of Coins on the second turn. Whatever you miss now, you can get on the next lap, if needed



A small hop before a ramp allows for two rapid Jump Boosts over this gap Jump Boosts provide

a little extra comphiduring a time when sudden acceleration contributes to forward progress quite nicely. There's no resistance from the track when airborne, and every little bit helps. Jump Boosts can be produced off jumps large or small, but also off other situations where your vehicle is bounced or lofted up off the ground just a bit more than during an R hop. This can include driving over divots, logs or craters on otherwise-pristine track, and it can include situations like here in Ribbon Road, where the track itself can kick you up off the ground a bit through its movement



The Mecha-Koopas stomping around here are somewhat unpredictable so you'll have to adjust on

the fly if one of them is interfering with your preferred racing line. Stice between the turns with blue-sparked Mini-Turbos, if you're feeling nimble





The biggest shortcuts on R bbon Road don't involve Mushrooms. so you can choose between a few appealing offroad options for Mushroom use One solid option is to cut right. through the horn of grassy

terrain here. Save this tactic for when Coins are full, though, if taking the normal way around, keep your drifting tight against the left curb, building speed for the jumps ahead.



A couple of
Jump Boosted
leaps here will
transition you
to antigravity
mode on
the waving,
wobbling

section the whole race is named after. Swing wide on the left your first time through this section—if you've snagged every Coin reasonably possible so far, you'll hit ten here



Either slow down just enough to make the turn onto the green block without gliding off, or channel your momentum forward over the straight path with a well-aimed Mini-Turbo

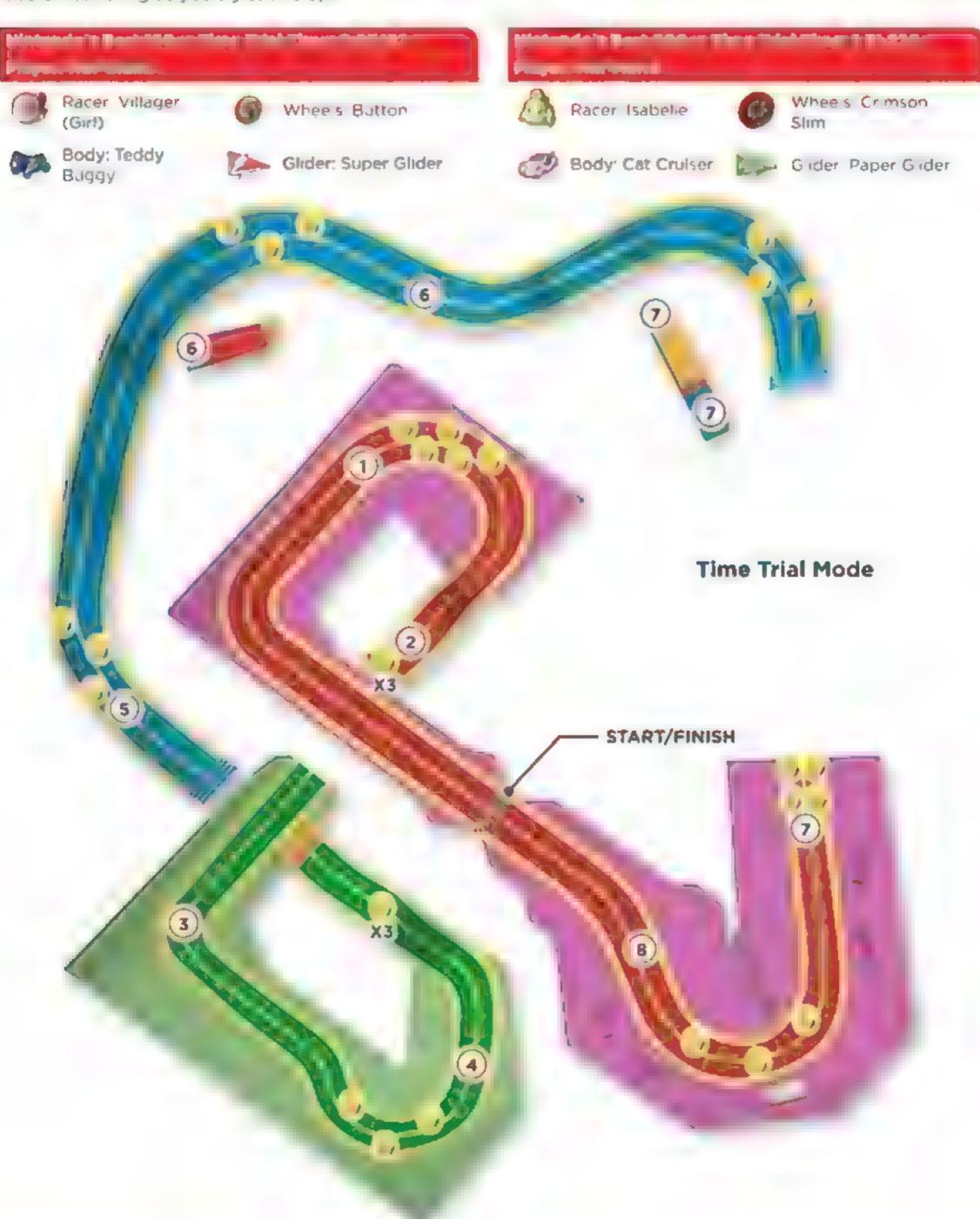


Taking these shortcuts is always hair-raising, but at least matters are greatly simplified without other racers interfering as you try to line up



After
navigating
the glider
segment,
avoiding the
Koopa Copter
toys, touch
down back

on the track and then swerve right, in between the columns, and cut across the terrain with a Mushroom This shortcut is the best use of your Mushrooms



Super Bell Subway



In all the excitement of being in the Mushroom Kingdom id digou ever stop for a moment to ponder how people live their day-to-day lives? What do they eat? Where do they work? How do they get to and from the locations most vital to simply being? We have no idea about the first two questions but Super Bell Subway can certainly answer the third—a hussing, bustling train station for the normal everyday citizens to get from Point A to Point B and back again.

CAUTION: ROADSIDE UNASSISTANCE



Trains: As this is a train station, you'll most certainly have to look out for trains. They run on a schedule and simply cannot stop for anything or anyone. If you get in their path, you can bet you'll be pressed flatter than a pancake, so give these locomotives a wide berth

Grand Prix





Most of the race is spent in the underground portions of the Super Bell Subway. These sections are made up of hard turns so stick to the inside of each one and drift on through. Try and stay away from the outsides of the turns. Not only are these lines slower but it is harder to drift when you have a train passing alsing a single touch to the train will knock you out.



As this is a subway, these tunnels are filled to brimming with trains. They don't move particularly

fast, but they can spin you out with even the slightest contact. Stay close to the insides of the turns, and whatever you do, don't touch that train!



You can use this ramp to avoid the trains and other traffic The ramp itself hangs a sharp left, not to hit the wall on Once up the ramp, you'll drive along a

so be careful your way up

Immediately after dropping off the first catwa k another ramp will be waiting ahead. This turn is hard to

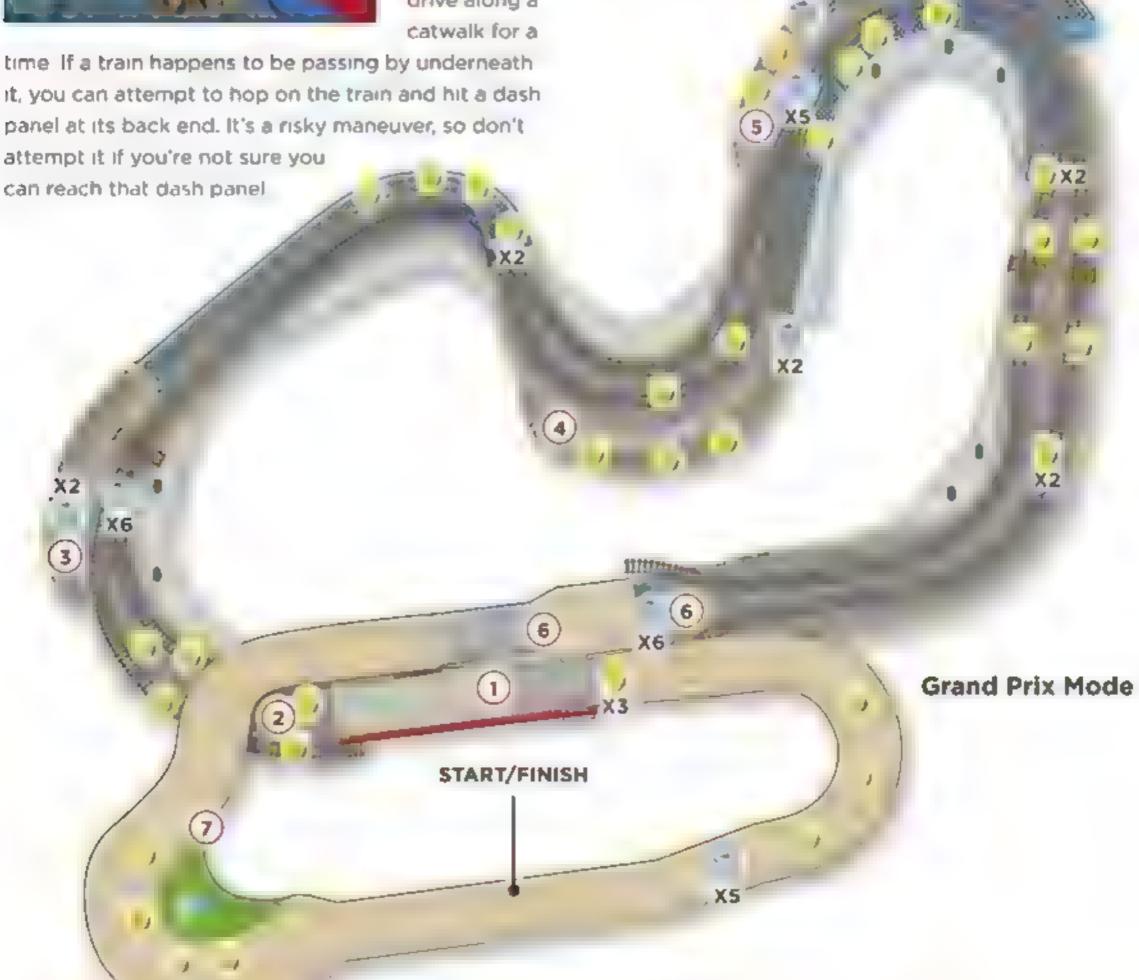


make on a straight path, so go in with caution.



If you miss the second ramp there's a third and fina ramp that will appear on your left, It's much shorter

than the first and second ramps, but it will get you off the ground and out of harm's way. The one advantage to this path is that it ends with a ramp that will deploy your glider, meaning you can glide your way through the remainder of the subway.



THE TRACKS-BELL CUP



If you hit the jump button right at the tops of these stairs, you'll get a Jump Boost. Get Jump Boosts on both sets to blow past the competition



through the grass here. It might be enough to put you in the lead at the end of a tight race

Time Trial



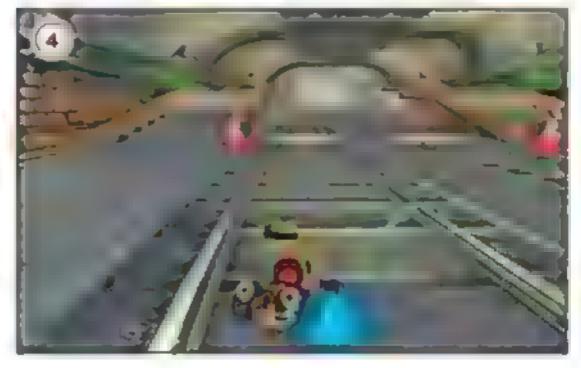
Make sure to jump off these stairs to get a Jump Boost. It's not much, but any bit of extra speed will work in your favor



Don't bother going up any of the three ramps in the subway. Avoiding the trains is nice, but you'll have to brave the locomotives to get your best time instead, stay on the inside of every turn and hug the line as much as you can. Drift around the turns, build up a Mini-Turbo or better, release, and then do it again on the next turn

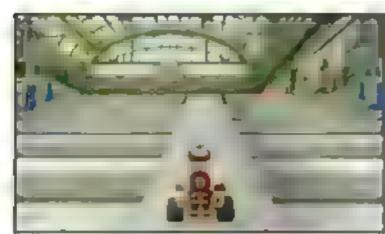


You can jump off the little speed bumps just below the third subway catwalk area for a Jump Boost Don't miss the opportunity'



Dash panels can be found on the left and right sides of the road and at the tops of the stairways against the left and right walls. We suggest you stay close to the ground and go for the panels on the lower level. You can get Jump Boosts from the upcoming stairs, but you'll miss one set if you take the upper dash panels





You can
earn Jump
Boosts off
these stairs
if you time
your jumps
correctly
They're
certainly a
nice follow-up
to the dash
panel you
just hit.



Save your Mushrooms for this shortcut. There's no better use for them on this track.



Big Blue



Another blast from the past appears in the form of this sprawling *F Zero* course. Big Blue is one of the only courses that begins and ends in different places, falling to close the loop—it begins near seal evel, winds above the ocean in loops and curls, and eventually points straight upward to the finish line in the belly of an enormous airship, indeed, when you look at the map provided here, realize that it is a profile view! Big Blue has no Coins on the track, like Mute City, instead, Coins are built up by spending time driving through purple boost pads.

CAUTION: ROADSIDE UNASSISTANCE!



Permanent Antigravity: None of Big Blue would be safe to traverse with a normal vehicle, so racers here are always in antigravity mode, and will accordingly have floatier control than with wheels down Spin Boost pillars are present throughout the track, conferring speed boosts to vehicles that strike them.

Into the Drink: Much of Big Bive is missing protective walls or guardrails, so it's possible to drive off the track (or get

knocked off)



Grand Prix



At about the point you run into the first line of Item Boxes, it'll be time to start drifting toward the first big turn. Many of the turns in Big Blue are long, sloping twists like this one, where an extended shallow drift can carry you forward through boost pads and Spin Boost piliars, building sparks for a Mini-Turbo all the while. Heading into the turn, drift into the dash panel on the right and ride that boost through the purple panel on the outside wall. This recharge zone will fill up your Coin total quickly. There are no actual Coins to be found in Big Blue, unless they're knocked from other motorists. After exiting the recharge zone, catch a boost from dash panels on the right, then ride that boost into the center of the road to nail a Spin Boost pillar too

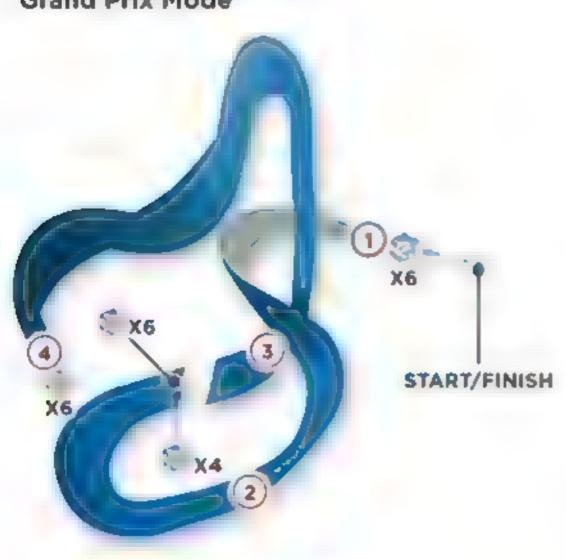


After a small ramp and downward step (which you should Jump Boost during), the track splits

into two haives, which fork into upper and lower decks. Both forks hook into left turns that end in big jumps. Much of the top deck is covered in purple recharge panels, so if you're short on Coins, take the right fork and head up. The left fork doesn't have a recharge panel, but has more Item Boxes spread in front of the jump at the end, including a double Item Box right in the middle. (If you take the right fork toward the purple panels, the double Item Box is second from the left.)

Grand Prix Mode

₫ x6





After landing from the jump, whichever fork you took, be ready to tackle some conveyor belts. The

green conveyors move away from you, boosting speed, the red conveyors move toward you, acting as a brake. The key to plowing through this segment efficiently is to aim and line up drifts that both align with the turn at hand, and carry you over the green conveyor through the entire curve.

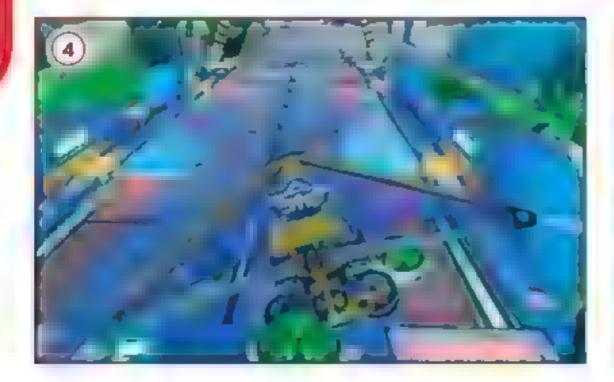
Immediately after landing from Section 2's final jump, be ready to make a slight turn right, from the left side of the course. Jump Boost off the end of the conveyors here, then get ready to immediately drift hard to the right, again from the left side of the course. After exiting that section of green conveyor, tack hard to the right side of the road, then begin drifting left immediately as you enter the next green belt. After this short drift, tack hard again back to the left side of the road, and then drift right, riding the left side of the road on the last strip of green belt.

of green belt

If you're going to cross over a section of red conveyor briefly, such as at an angle, hopping can help reduce or eliminate loss of momentum. Running full-steam into the path of the red belts, though, is a terrible momentum-killer. Like when veering off-road into bad terrain, a Mushroom can salvage a bad turn or drift solidly onto a red conveyor, but it's better not to need to use one

X5







immediately after exiting the fourth and final conveyor strip, a huge jump looms, with Item Boxes across the lip. The second one from the end on either side is a double Item Box. After a lengthy glide descending, you'll touch down on a bit of track with purple panels on either side, so pick up more Coins in reserve if needed. The "pit stop" with these recharge panels represents the end of Big Blue's first segment



The left fork where the track splits is basically the same as the right fork (detailed in Point 5), except that it conceals one of the game's less-obvious

shortcuts. As a plus, the shortcut doesn't

require the use of a Mushroom. To take it, fork left at the split, then drive along the right edge of the top deck, while keeping a keen eye on the guardraii on the left. You want to fly off the track right where the guardrail ends, veering hard left while leaving the track. Trust us. Properly done. you'll glide off the track in antigravity mode without aid of a ramp, so no glider deploys. Antigravity mode helps loft you just enough anyway and you'll rejoin the track farther down, skipping altogether the entire turning portion of the doubledecker segment (though you'll also skip all the Item Boxes there, which is worth

> As a caution note that while this is a terrific shortcut, it's a terrible place to get hit with a shell

thinking about if you're

empty-handed)

The track here curls dizzyingly downhill, As if to prove the point, jets of water spew onto the track and form minor rapids, adding to the sense of speed. Much of this section lacks guardrais around the track, and the track again splits into upper and lower decks, which amount to basically the same journey, with important exceptions. The first major turn in the sci-fi waterpark is a sharp right, after which you'll have to choose whether to take the left or right split in the road. As before both arms rejoin after several twists and turns. Either fork ends in Item Boxes and a small jump. (The second box from the left is the double pickup, so veer that way.

Even if you don't need two items right this second, it

might deprive someone hot on your tail)



From the previous landing, you can opt to recharge Coins with purple panels running along either side of the track. The right turn coming up quickly reveals a ferocious snaking S-curve up ahead. From the panels, drift through the right-left-right turns holding the drift only long enough for blue sparks to emerge, creating a Mini-Turbo upon release. As the kart surges forward, immediately begin a drift in the other direction and repeat. You can hold each drift long enough here for blue sparks, but no longer, and careening back and forth on a trail of blue-spark boosts will carry you perfectly through this series. At the end of the sci-fi fally series, several Item Boxes line the road ahead of a supercharged antigravity glider corridor. The second pickup from each side. gives double items. Resupply, then immediately Jump. Boost off the ramp into the glide path



This section kicks off the third leg of the course. It's time for more green and red conveyor belts up ahead on a long straightaway, nauseatingly inverted over the big blue sea. The moving conveyors have dash panels on them, creating a little puzzle on the fly—with some foresight and luck, you can line up dash panels and keep a boosted state for the full duration of the conveyor belts. If you catch a bad angle or poorly time lining up boosts, at least advance forward on green conveyors and avoid red belts. At the end of the straight, keep to the center line to snag a double Item Box



Follow a sharp left curve to find purple panels on the roadsides and a Spin Boost pillar in the middle a chance for either a Coin recharge or a short-term surge. A short, sharp right turn after the paneis reveals the third and final track split, with Item Boxes along the entry to either side. Enter on the left of e-ther branch to skate over the double Item Box Whether you fork left or right, the path here involves a relatively narrow and twisting path lined with precisely placed Spin Boost pillars and dash panels A careful combination of drifting, spark-boosting and hitting those track elements for extra boosts can carry you through this entire section in a thrilling tear. Where the twisting turbo tracks rejoin, there are more clusters of Item Boxes, this time with the double pickups in the middle of each group. Since this section begins and ends with pickups, and is closing. in on the finish, there's no reason to hold back.



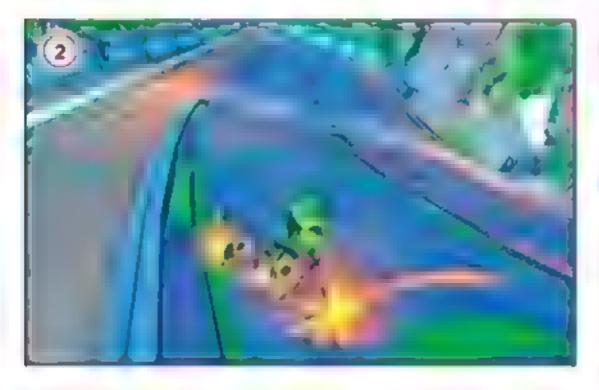
The dash for the airship finish concludes with a big wide S-curve with rough terrain forcing wide turns. This is just about the simplest part of the entire course, with lots of item Boxes freshly opened, so expect this to be a shooting gailery.

THE TRACKS—BELL CUP

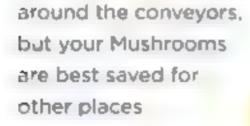
Time Trial



The first left turn into the purple-panel pass should already put you at six or seven Coins in reserve drift wide right to ensure coinage. Then, at the first track split, taking the right fork for the upper deck's recharge panel will surely cap your top speed.



Riding the green conveyor belts as cleanly as possible is crucial. It's possible to use a Mushroom here either to regain footing when bogged down by a red belt, or to take a quasi-shortcut skating over brief off-road patches







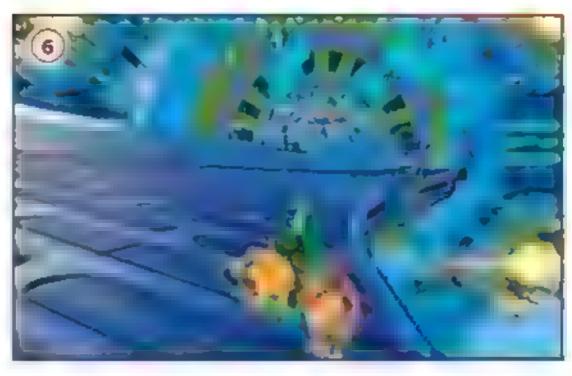
After following the downhill waterslide, take the next left fork, heading for the hidden-in-plain-sight shortcut, which is achieved by driving off the track just where the left fork's guardrail ends. Use a Mushroom boost to give the downhill squirrel-glide a little extra pep.



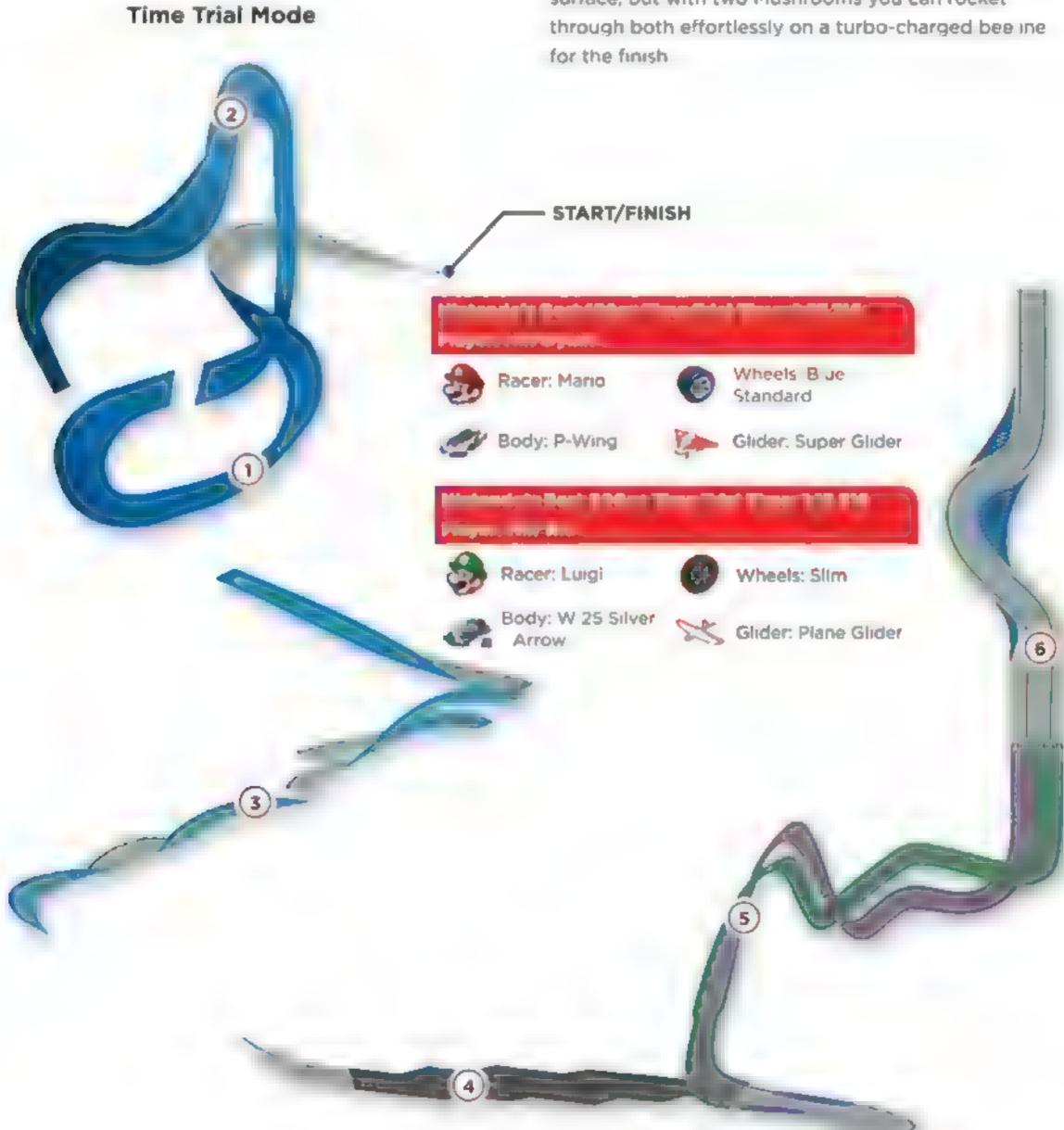
After threading the rally turns and glider sequence, it's time to tackle the conveyors. For the very best Time Trial records, you'll want to hit a fresh dash panel just as the previous boost wears off, clear across this straightaway Remember that it's fine to divert onto a red belt if that scores you a dash panel, but otherwise red belts are fatal to momentum



The paths here are the most similar of the splits, so just focus on keeping momentum, hitting every boosting track element possible, and not hitting a waii



You've come all this way and still have two
Mushrooms? The better to warp through the final
stretch diversion-free. The wide turns here at the end
are forced on drivers by a couple stretches of rough
surface, but with two Mushrooms you can rocket
through both effortlessly on a turbo-charged bee ine
for the finish



Battle Mode

Everything you thought you knew about Battle Mode is completely out the window! It has been revamped for Mario Kart 8 Deluxe with eight new battle maps to choose from and five different mode types where you can compete online and against friends. Twelve racers compete against each other, but some modes allow for six-on-six battles. Each mode is significantly different from the last, so read on to learn about what to expect once you start this frenetic and fun game mode.



MODES

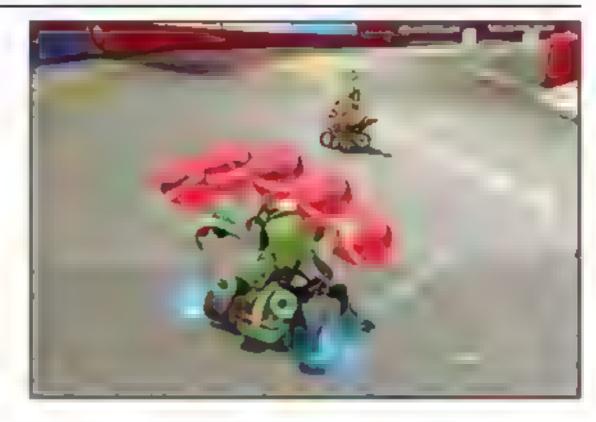
Balloon Battle



The goal of Balloon Battle is to pop other players' balloons while protecting your own. It's the classic mode we all know and love. The major difference here is

that you no longer play on race tracks, but actual battle arenas. With twelve racers roaming around all holding power-ups, things can get hairy very quickly

Scores are tallied by the number of hits you land on your opponents. The player or team with the most successful hits is declared the winner Each player starts with five balloons. Every time a player is hit with an item one of their balloons pops





You won't be out of the game if all five of your balloons are popped, but you will lose a nice chunk of the points you've built up—the same goes for your opponents. This means it's a good idea to hunt for the player with the most points. How do you tell who has the most points? Easy! Look at your map in the bottom-right corner of the screen and look to see which racer has a crown on their head. If you manage to pop all of their balloons, they'll be bumped right out of first place

You shouldn't focus exclusively on taking out the leader, however, it's just as effective to attack other players while they try to attack the leader themselves. Earning a steady stream of points while protecting your balloons is the best strategy in this mode.

Renegade Roundup



This mode is a six-on-six take on cops and robbers, but instead of being called "cops and robbers," it's the Authority vs the Renegades. Six players are strapped

with Piranha Plants, while the other six have nothing but the power-ups they can procure on the arena to protect them

The goal is for the Authority to use their Piranha Plants to eat up the robbers. Every time a Renegade is eaten they are transferred to a jail cell on the far side of the map. Once inside, a jailed player cannot escape



without help from their Renegade allies on the outside. If all six Renegade players are jailed, the game is over



So how do you escape? Easy. One of your Renegade friends need to hit the big switch underneath the cage Once the button has been hit, the jailed Renegades are freed and the game presses on. The one who freed his or her comrades will be given points based on the number of freed teammates. These points are tallied at the end of the round to determine the score.







Once time runs out or all six Renegades have been jailed, the round is over and the teams rotate; those who were the Authority are now Renegades and those who were Renegades are now the Authority At the end of the second round, the number of freed Renegades is tallied and the team with the most freed Renegades wins

This is one of only two Battle Mode game types that feature Coins on the map. If you didn't already know, Coins increase your top speed, so grabbing them as either a member of the Authority or a Renegade is an absolute must if you want to capture, or flee from, other players. Getting hit makes you drop your Coins, reducing your top speed

If you're struggling to get in close enough to a Renegade to have your Piranha Plant chomp down on them, try hitting the Renegade with an item to not only stun them temporarily, but also get them to drop their Coins. The goal is to get in close, so use your mini-map to cut off Renegade players (or avoid the Authority when YOU'RE the Renegade).

On the flip side, hitting an Authority member temporarily keeps their Piranha Plant from snipping, meaning you can drive past them safely without fear of being jailed

No matter what team you end up on, stay mobile and keep a careful watch on your mini-map. As a Renegade, stay away from crowded areas and be sneaky when going to save your friends from jail. As a member of the Authority, stay on the hunt for areas you can cut Renegades off at and grab Coins as frequently as you can

Bob-omb Blast



Bob-omb Blast is a twist on the classic Balloon Battle game type. Every area that has Item Boxes now has

significantly more, but here's the catch all of them have Bob-ombs in them. You can hold up to ten Bob-ombs at a time and the goal, like Balloon Blast, is to pop your opponents' balloons.

This mode is absolute chaos, so the best strategy is to stay outside large groupings of racers and shoot Bobombs toward their location. Bob-ombs create a massive explosion that is very easy to get caught in, so when several Bob-ombs are going off at once, you're almost sure to get caught in someone's blast if you're anywhere near a heavy-combat area



Coin Runners



Coin Runners is the second Battle Mode game type to feature Coins, but this time they are the main focus of the game. Your job is to collect as many Coins as possible

and hang-on to them until the end of the game. The catch? Anytime you are hit by an item you drop a large portion of the Coins in your possession; the same is true for any other player you hit. Your goal then is to knock the Coins out of other players' hands, steal them, and protect your own Coins

Coins on the map reappear after a short time, so

a ways stay on the move and ready to get them as they appear. Keep a close watch on your map to avoid other players or use it to try and set up ambushes to steal other players. Coins If you have the Feather, you can leap over a player and steal their Coins directly, and the same is true when you run into another player with a Mushroom.



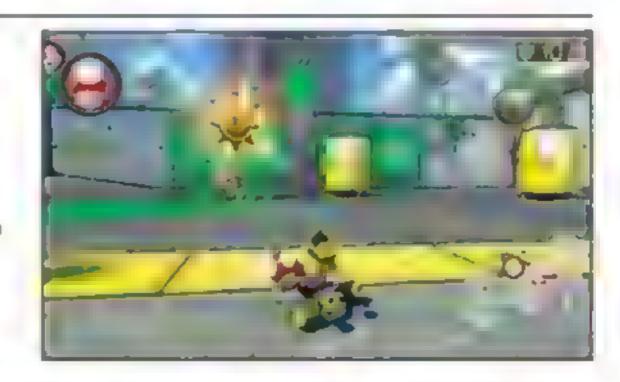
Shine Thief



Your goal in Shine Thief is to grab the Shine and hold onto it for a total of twenty seconds. There's only one Shine, so expect every other racer to be hot

on your heels the second you get your hands on it. If you're hit by an item, you'll drop it and the game will turn into a mad dash to be the first to pick it up again

If you do lose the Shine, don't worry too much Your time is cumulative, meaning you need a total of twenty seconds, not twenty seconds all at once However, if you lose the Shine with less than five



seconds remaining your timer resets to five seconds when you pick up the Shine again. Just follow the pack get some item shots in if you can land wait for the Shine to drop again. Once it sion the ground drive right on through, grab it and be on your way. If you use a Mushroom or a Super Star, you can steal the Shine directly from another player.

Having faster karts and racers is a good idea for this game type. Your success hinges on grabbing the Shine quickly and getting away from the pack even faster. Heavier racers have higher top speeds, but take a bit of time to reviup, and with all the chaos surrounding the Shine you. More than likely take a hit before you can ever reach your top speed. Using Featherweight and tight racers allows you to jet toward the Shine and escape quickly.

BATTLE MODE MAPS

In this section, we've included maps with item layouts for each of Battle Mode's five different game types. The changes are small, but important if you're looking to stay ahead of the pack.

Legend for All Battle Mode Maps



Power-Ups



Coins



In the Air



Under the Track



Battle Stadium

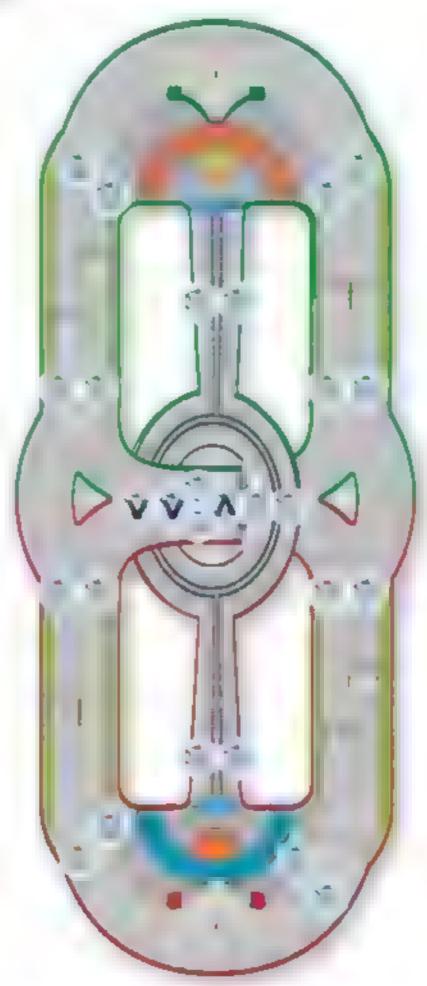


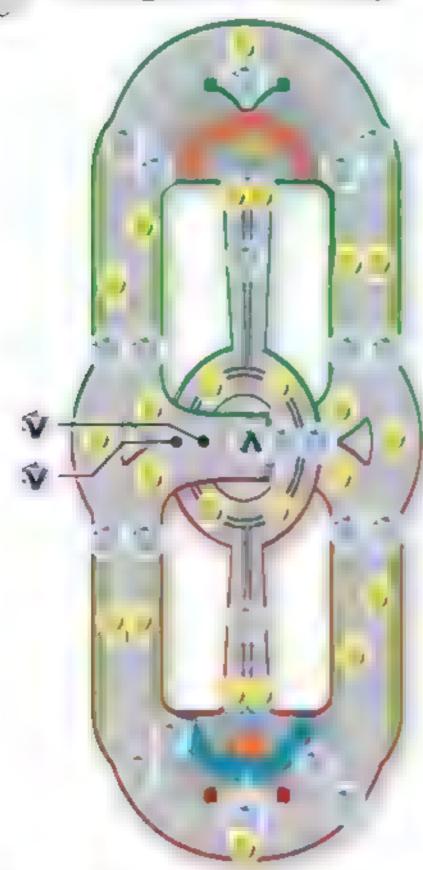
A map that is all about the battle and less about tricks and winding paths, Battle Stadium is shaped similarly to a figure eight with an additional donut path in the center of the map. The circle in the center of the map is sideways and, at its highest point, overlooks the center of the map. For quick escapes from pursuers, you can use a ramp in that same circle to drop down to the main floor of the map, giving you a chance to escape

A simple map, but one that's perfect for uninterrupted combat

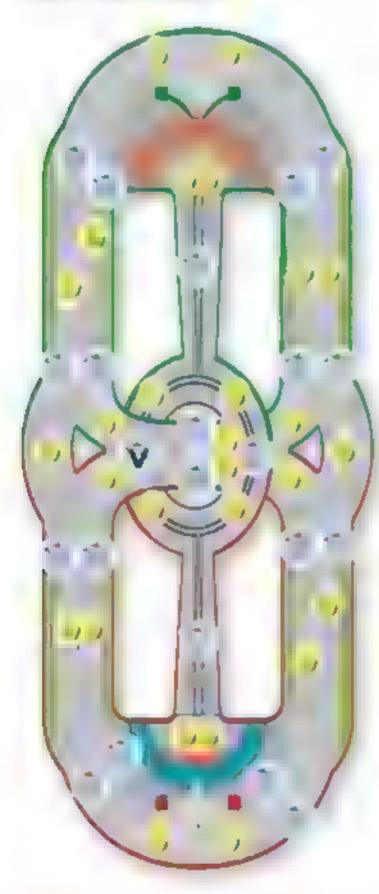




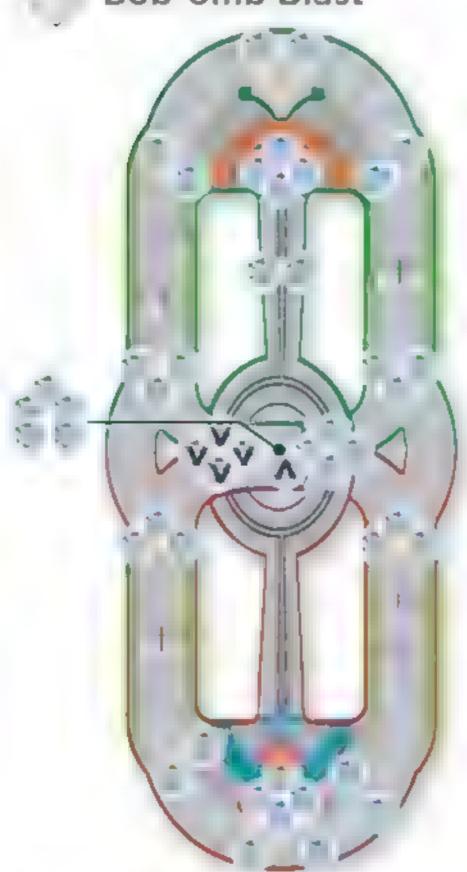




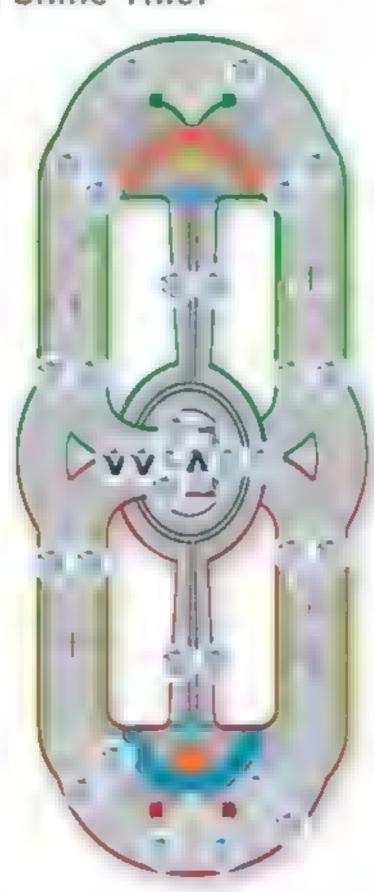
Coin Runners



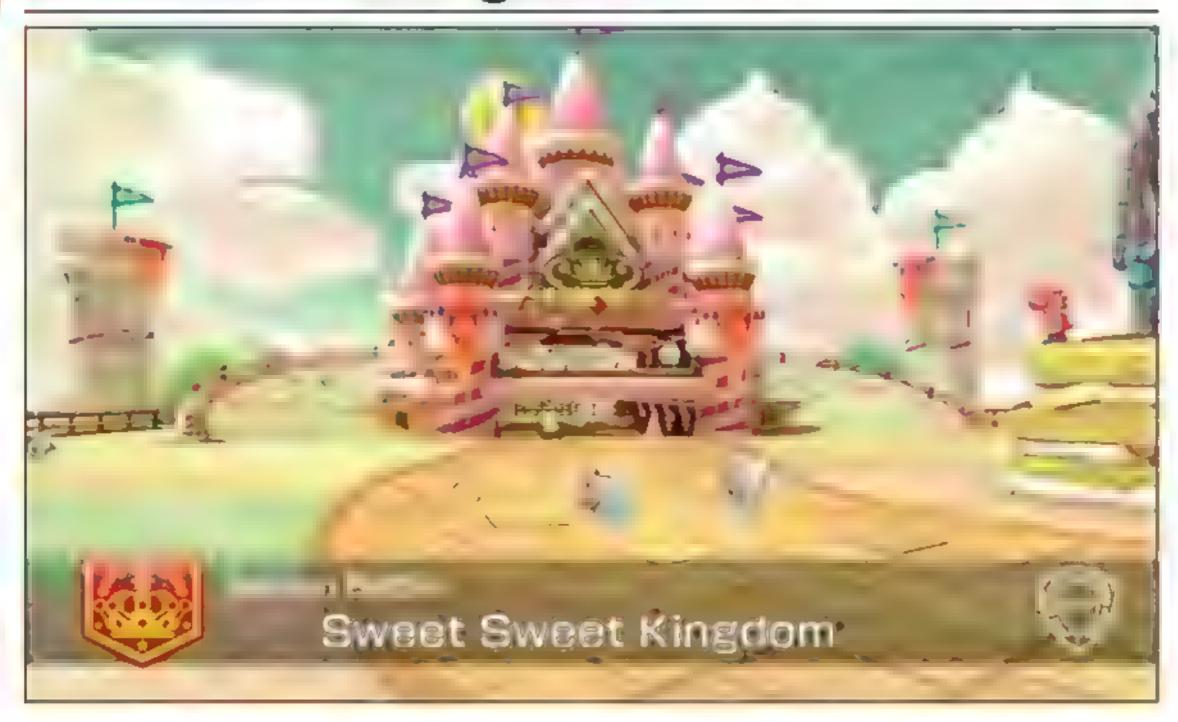
Bob-omb Blast



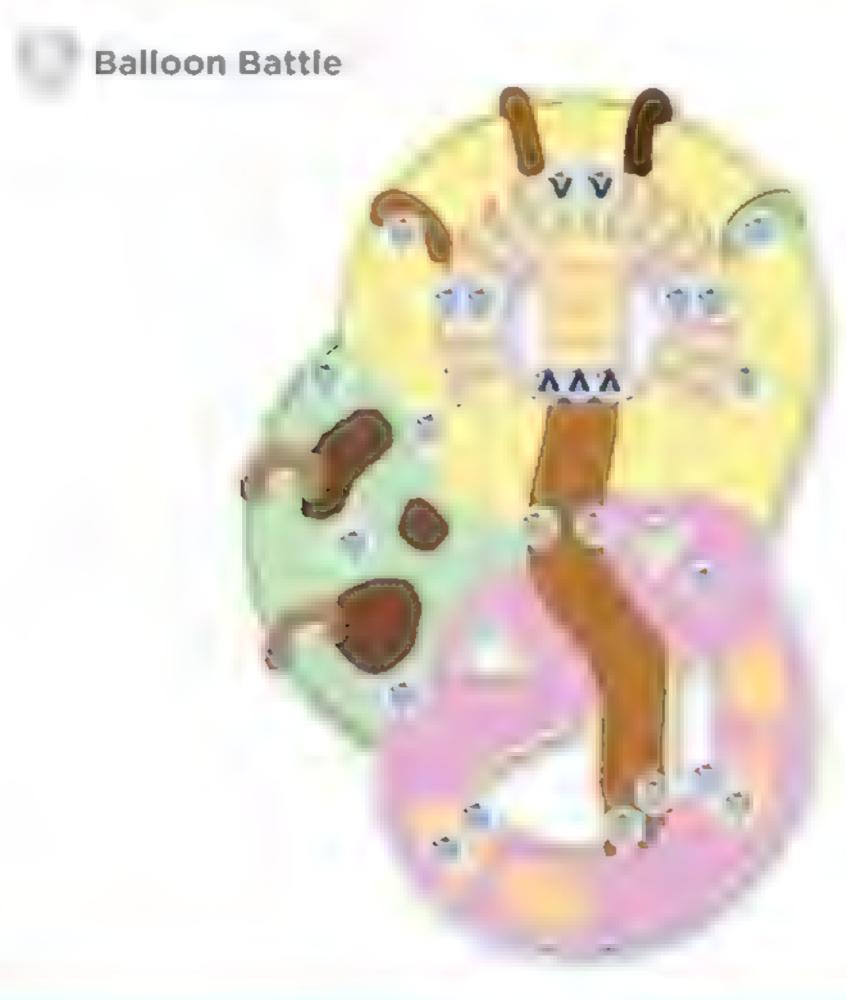
Shine Thief



Sweet Sweet Kingdom



Sweet Sweet Kingdom is brimming with eye-catching junk food that may distract you from actually playing the game. This map is a bit on the small side but like a beard aw it twists and turns in on itself allowing for craftly maneuvering and ambushing.







Bob-omb Blast





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Coin Runners

Shine Thief

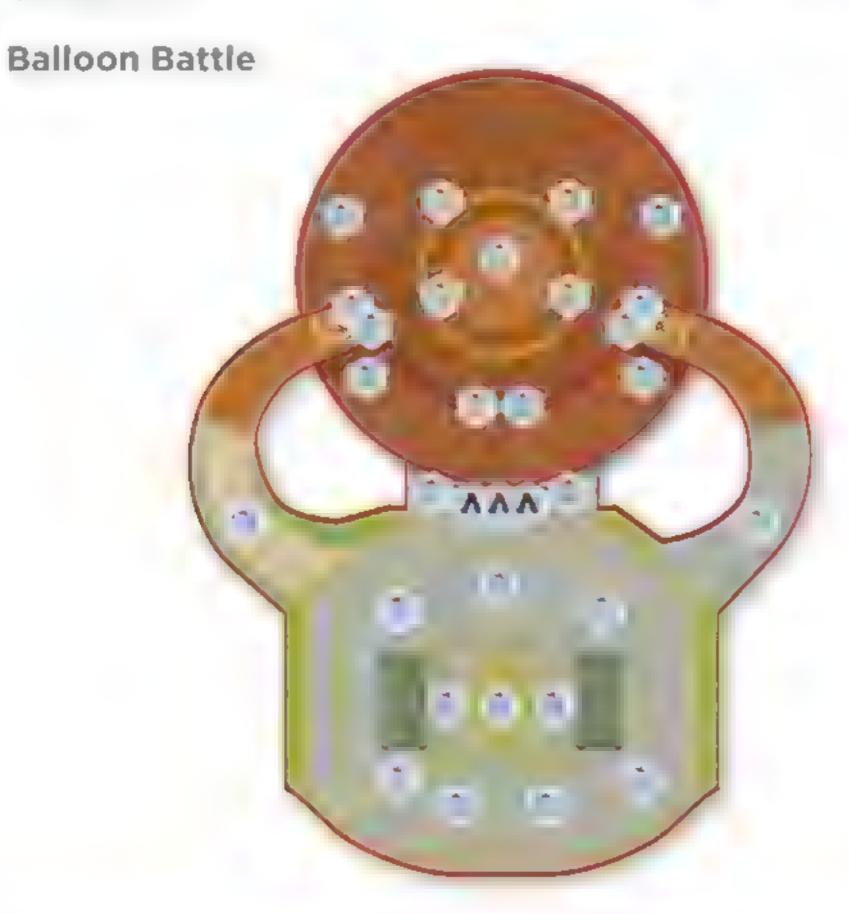




Dragon Palace



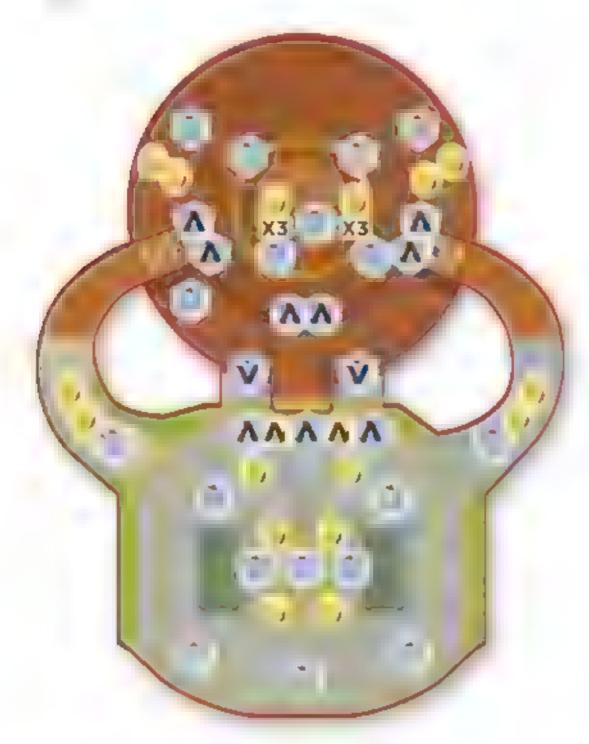
Dragon Palace is one of the more open maps in Battle Mode. The map is separated into two different zones, the inside of an ornate is scroll and lantern-decorated building and a courtyard laden with two dragon statues. You can easily escape the chaos of battle by moving to one of these sections and away from the other. There are also a number of ways to connect to and from the building, so you like the issue escaping or getting the drop on your opponents.

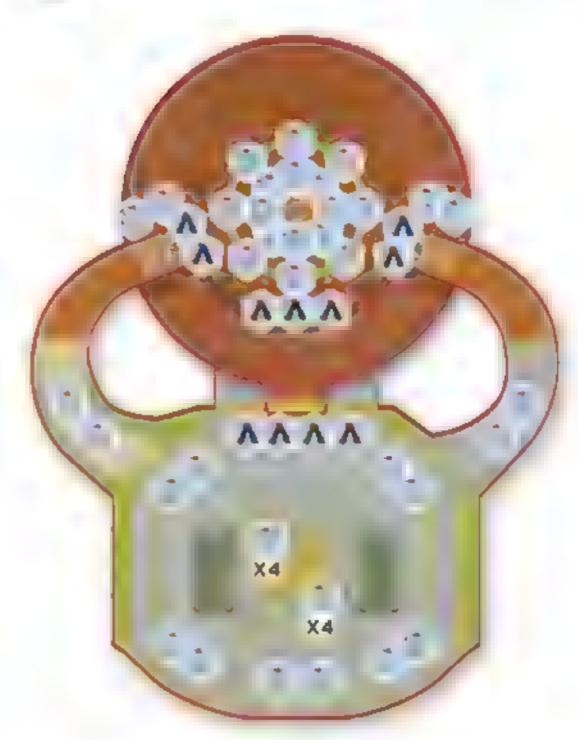






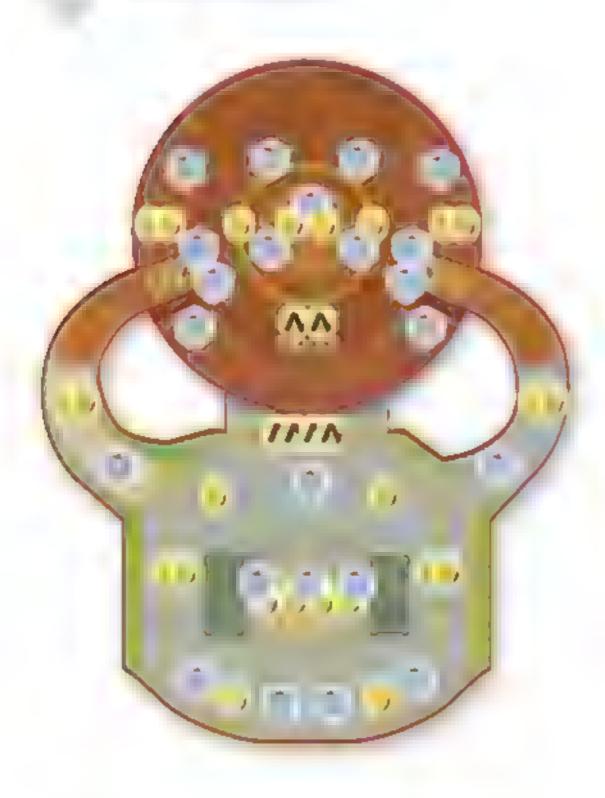
Bob-omb Blast

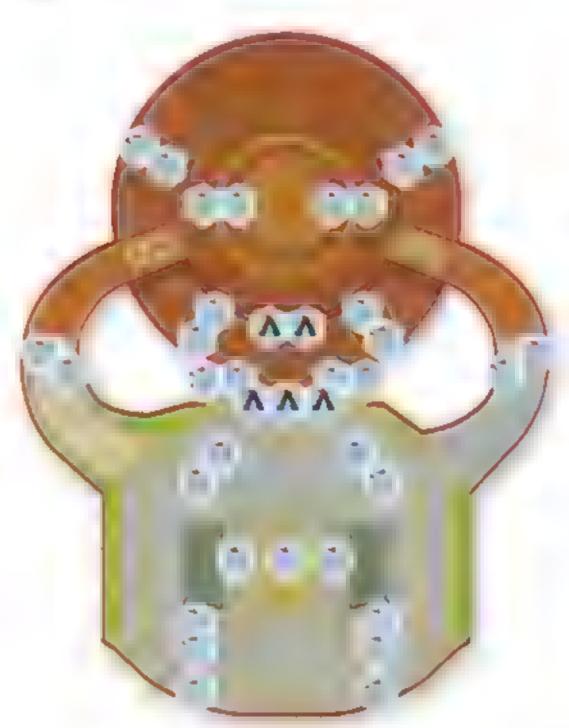




ロツ Coin Runners







Lunar Colony



It's Battle Mode on the Moon' While this map doesn't have additional floors, it is absolutely loaded with ramps and craters that work as makeshift ramps. As if you were on the Moon itself you I spend a good portion of your time flying through the air as you ride over crater after crater.

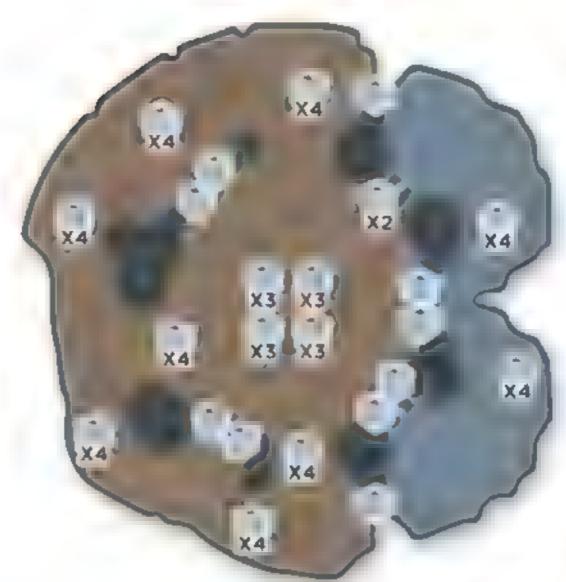








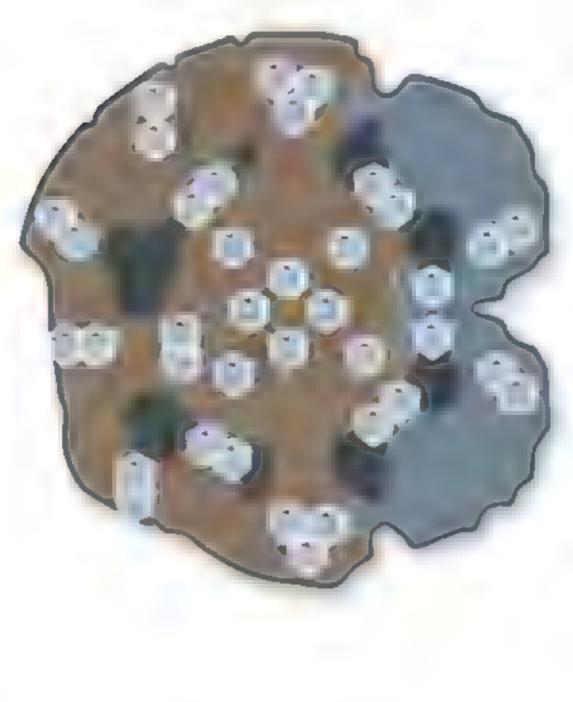




Coin Runners

Shine Thief

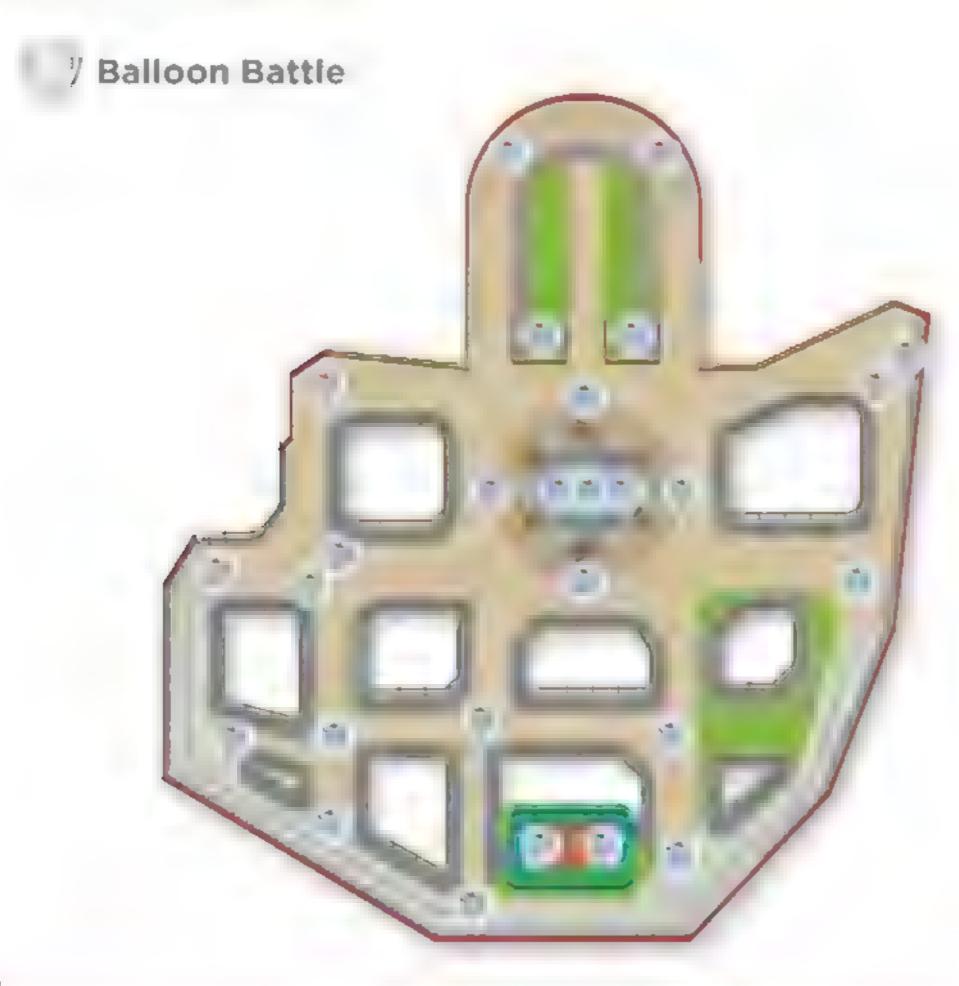




3DS Wuhu Town



A block of a tropical town. Wuhu Town has plenty of a leys and shortcuts for you to breakaway from pursuers. You'll find a siew of items in the center of town and a platform overlooking that same center for those who want to fling items at passersby.

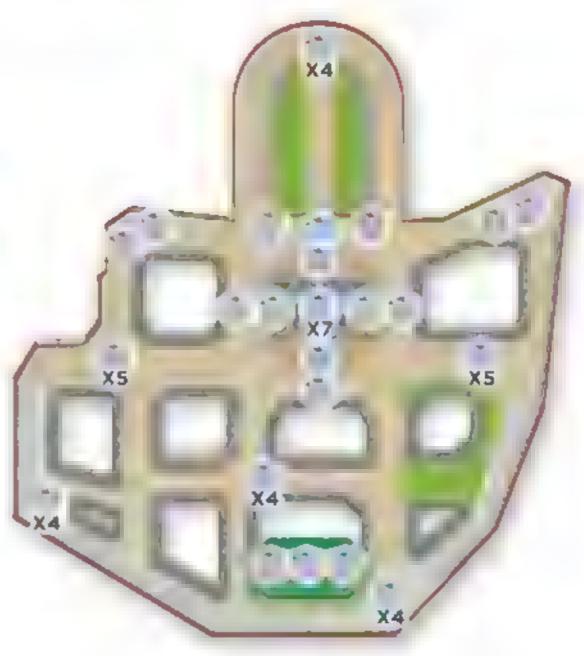






Bob-omb Blast



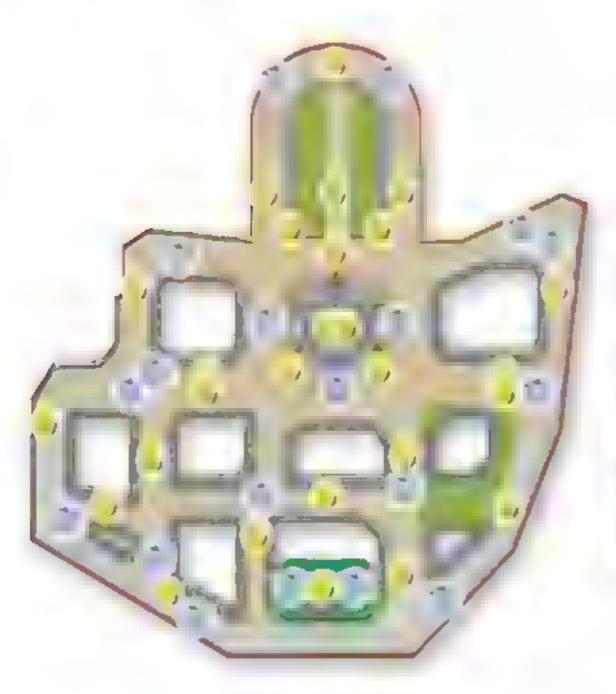


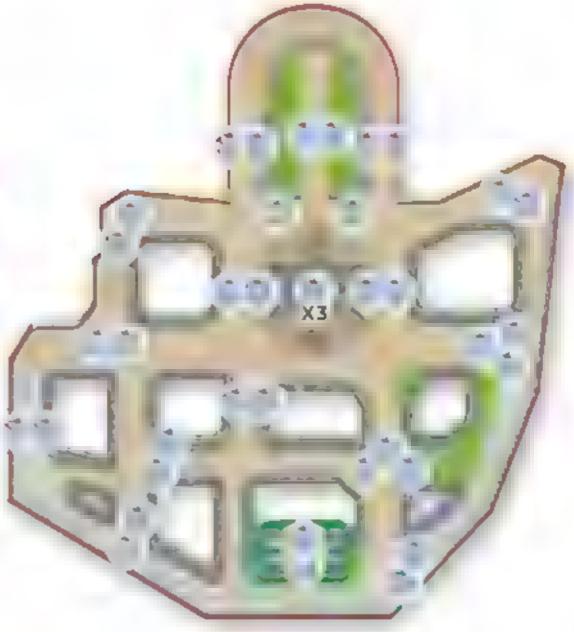
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Coin Runners



Shine Thief





GCN Luigi's Mansion



While relatively ghost free, Luigi's Mansion is grant three tiered stage with plenty of room to chase and dodge. The main floor of this monstrous mansion is where all the chaos is undoubtedly going to breakout, as a large cluster of items litter its center and corners if your feeling particularly cheeky, you can attempt to get the jump on foes by heading to the roof grabbing an item and shooting it into the sunroof if you're lucky you may just hit another driver, danger-free

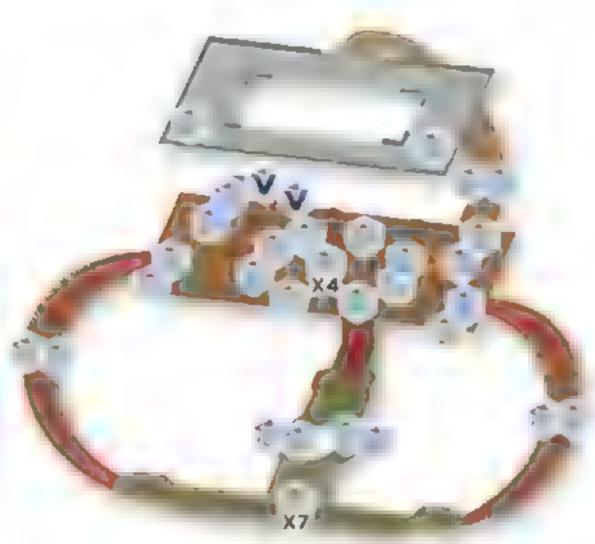








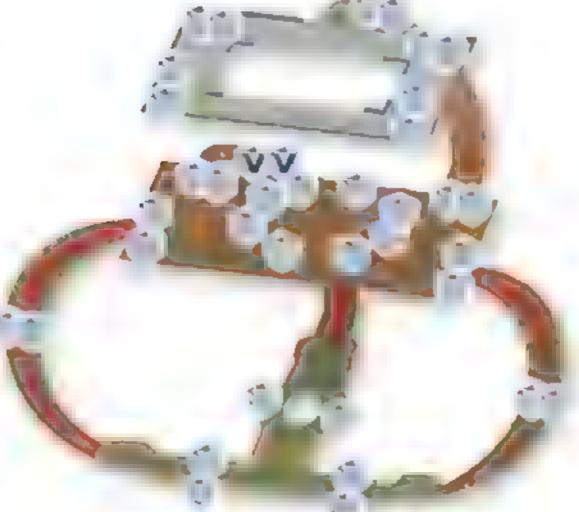




/ Coin Runners

Shine Thief

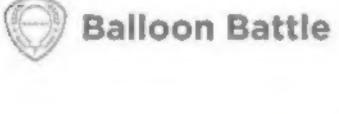




SNES Battle Course 1

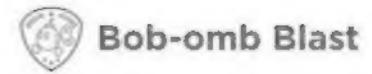


A course from the Battle Mode that started it all, Battle Course 1 is from the classic Super Mario Kart for the Super Nintendo Entertainment System and we never thought we'd say it, but it's good to take this trip down memory lane. The design of this course is undoubtedly the simplest of the eight-map suite, but it still manages to be a perfect map for battling it out with eleven other players.











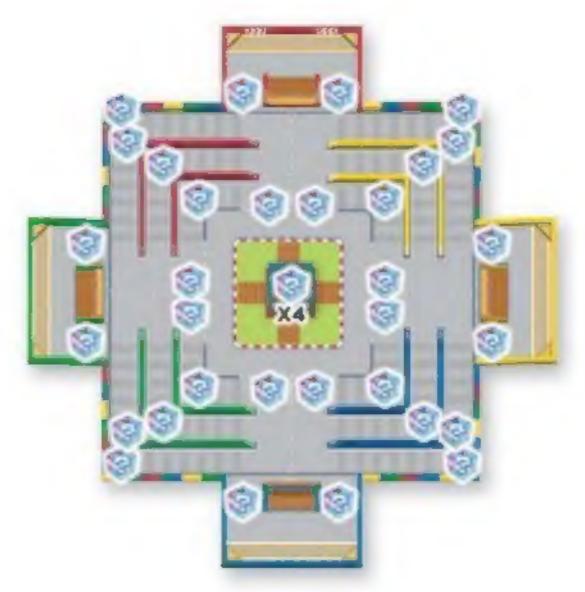






Shine Thief



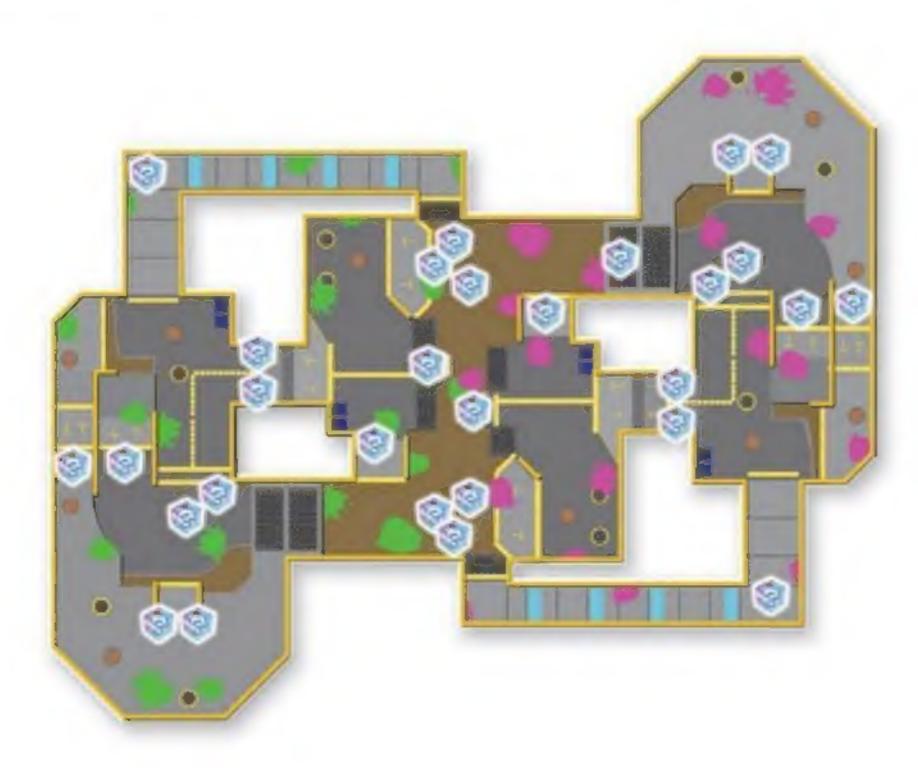


Urchin Underpass

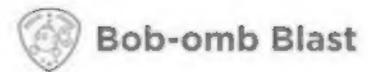


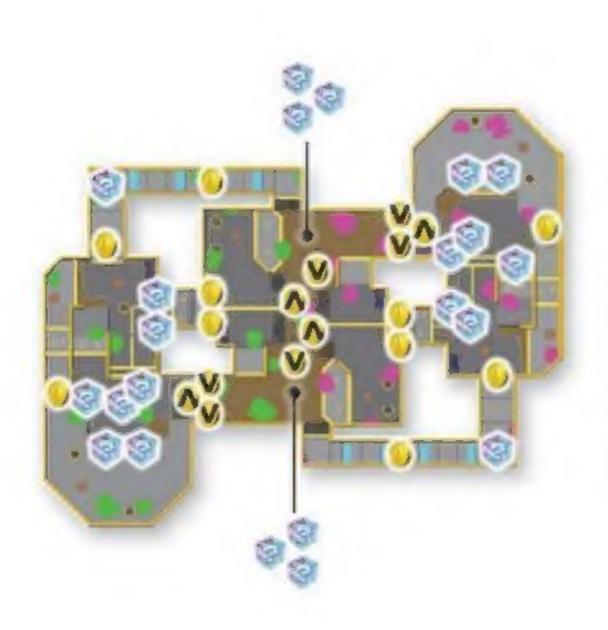
Fans of Spiatoon will immediately recognize this paint splattered arena known as the Urchin Underpass. This map looks more like a skatepark than anything we've seen out of Mario Kart, but it works on so well! There are ramps and twists and turns in abundance, and expert drivers will have no problem navigating this stage to pursue or drop pursuing drivers.

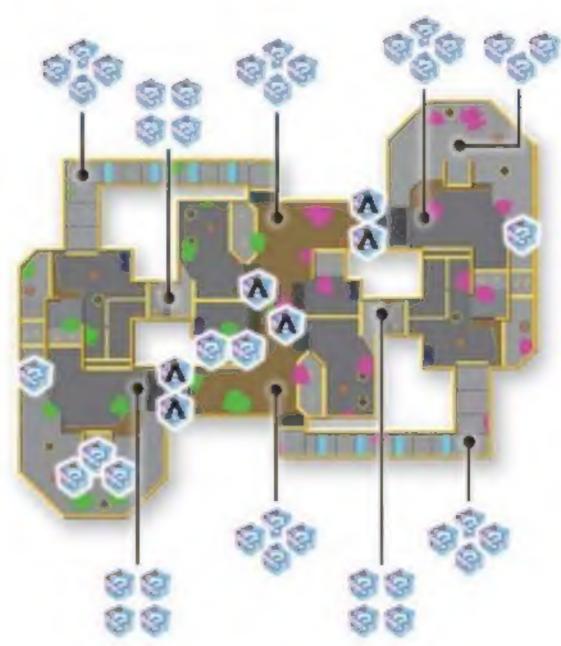












Coin Runners



Shine Thief

